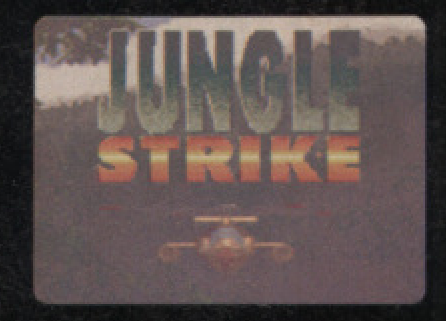
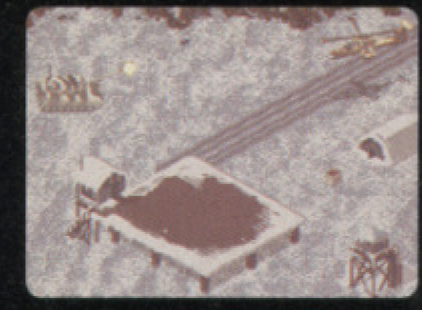

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ROBOCOP 3
9 770967 901009

IF YOU THOUGHT DESERT STRIKE WAS A DAY AT THE BEACH, WELCOME TO THE JUNGLE.



The Madman's dead, but he's got a son and insanity runs in the family. Kilbaba Jr's teamed up with Ortega, the murderous drug-lord. They're loons with nukes





and they've got the world by the short and curlies so put down the bucket and spade and get ready for the Jungle. The Comanche battle chopper won't be



enough for all 9 killer missions so there are 3 more attack vehicles

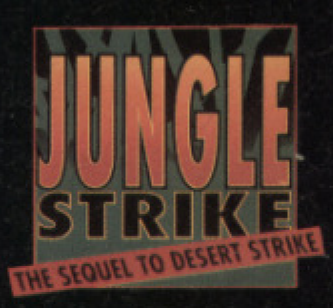


to get slick at; a mine-laying Hovercraft, a Stealth bomber and a Special Forces motorbike. It takes 16

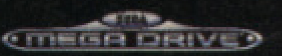


megs to contain this helicopter nightmare and on 16 July, it's going to be unleashed. **You'll love the arts.**





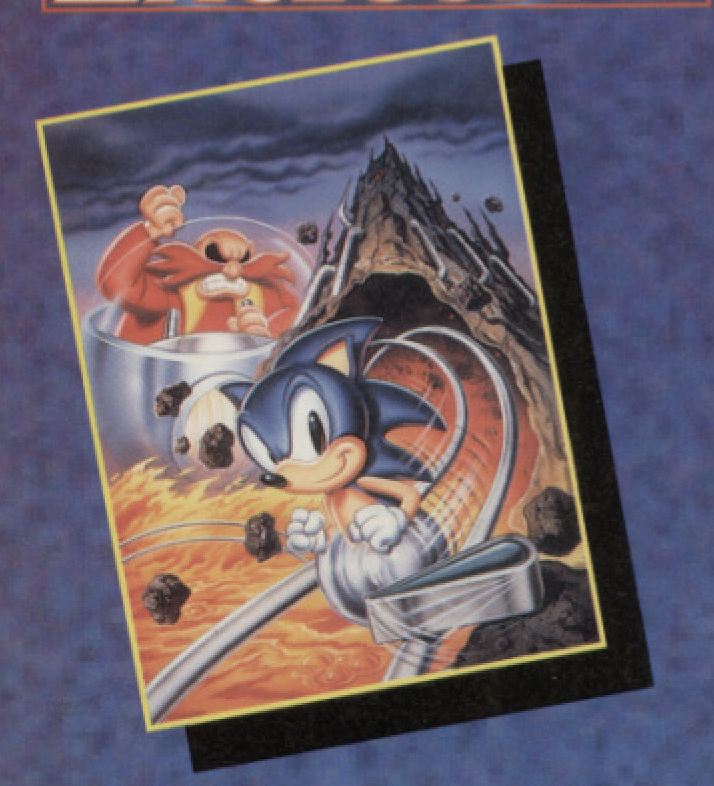
ELECTRONIC ARTS



CONT

COVER STORY 10

MEAN MACHINES EXCLUSIVE



SONIC SPINBALL

Scorching! MEAN MACHINES SEGA brings you an exclusive look at an all-new Sonic game — Sonic Spinball! Incorporating aspects of the Casino Night Zone from Sonic II along with all-new features, this is looking hot! Check out our exclusive pics!

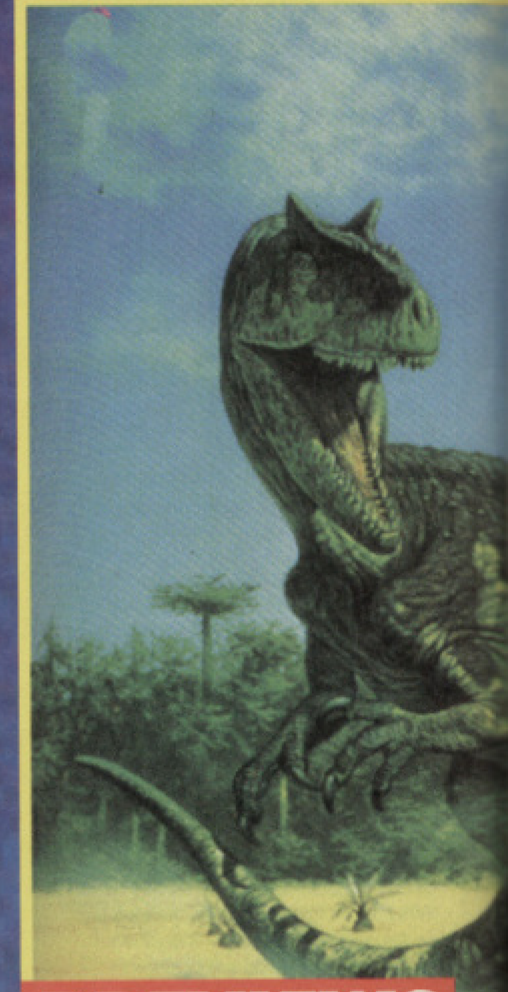


REVIEWS

MEGADRIVE

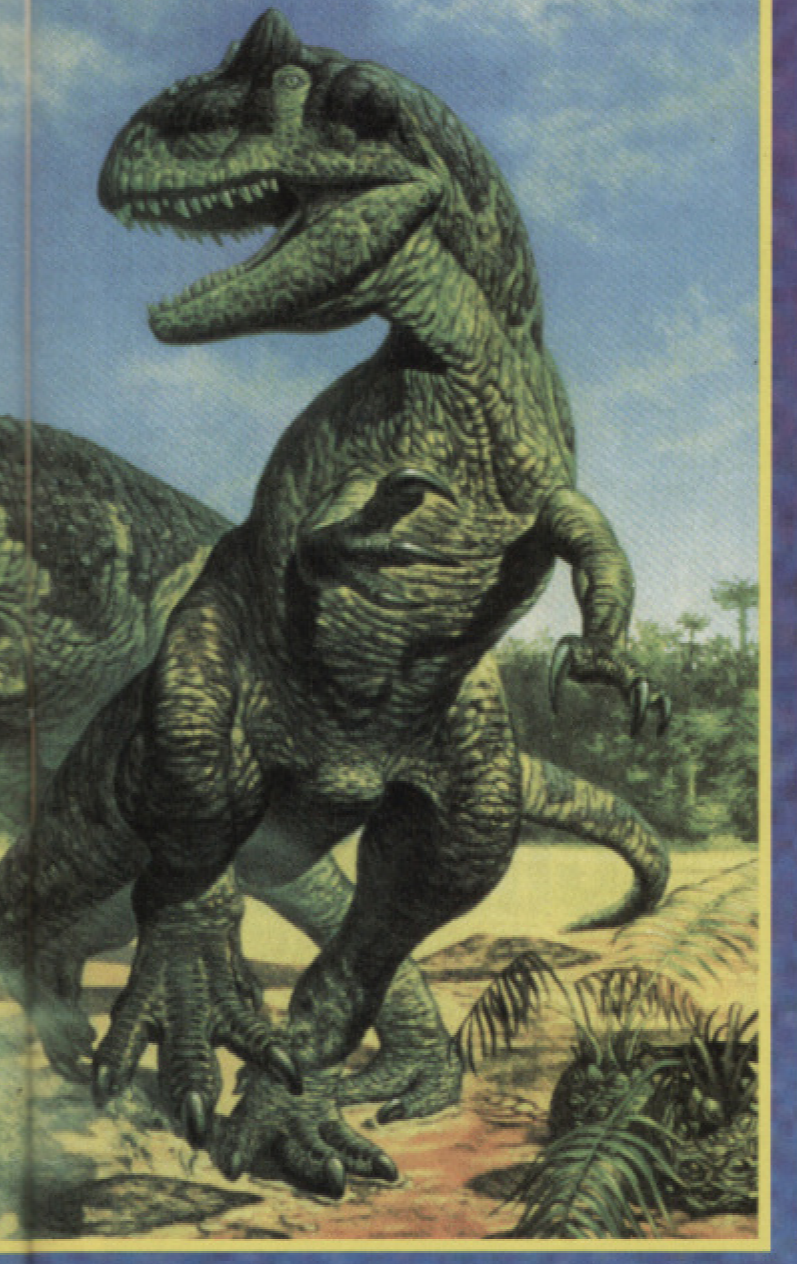
MEGA-CD

Jurassic Park hits the Megadrive and Mega-CD. We've got exclusive pics of both versions! Only in MEAN MACHINES.



PREVIEWS

MEAN MACHINES EXCLUSIVE



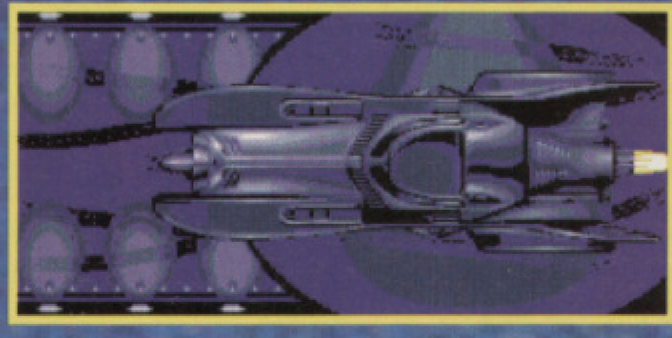


▲ *MEAN MACHINES exclusive! We bring you the definitive guide to Sega VR: virtual reality on the Megadrive!*



▲ *Zombies Ate My Neighbours fully previewed.*

▼ *Batman Returns: the definitive review*



REVIEWS

MASTER SYSTEM



GAME GEAR

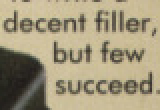


FEATURE

All you ever wanted to know about the Megadrive 2 and the Mega-CD 2 (but never dared to ask)!



REGULARS





WHODUNNIT

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STAFF WRITER
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CONTRIBUTOR
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PUBLISHER
MARC 'TIN TRAUMA' SWALLOW
SPECIAL THANKS TO: Richard Barclay, Core Design.

Cheers to Mark at AMS for lending us the feisty Batman Returns . Give him a call on 081-201-0535.

OFFICE PHRASEOLOGY V

'SERF'/'SERFDOM'
A 'neologism' (well a 'gism' anyway) borne out of the Bomberman craze. Has come to mean anyone completely useless at a multi-player game, especially four tap efforts, gaining no points as everyone else streaks ahead.

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COMPETITION RULES

EMAP IMAGES staff and their families, friends and drinking mates are ineligible for any competitions contained herein. 'Why?', I hear you ask. 'Cause they probably know the answers. Oh, and Dwayne Minton can bog off as well.

POINT FINALE

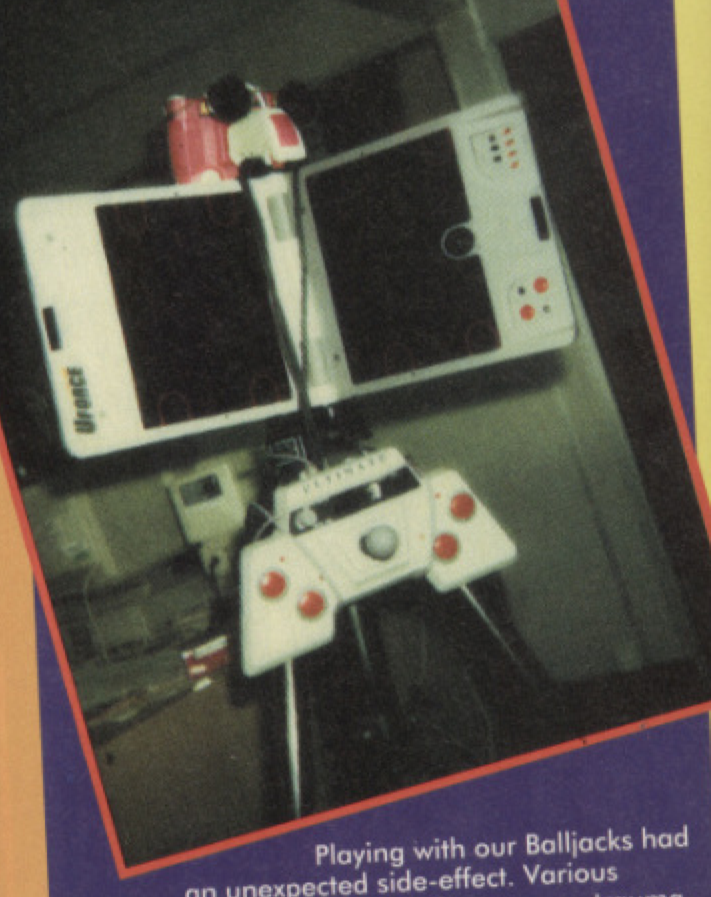
The final bit is mine, all mine! Rich is busy, Lucy is distracted and Rad's been put in a crate and sent to NMS... Oops, sorry, Rich here. I'm afraid that Gus's virgin final bit is just way too long — in fact it zooms right off the bottom off the page, hence this filler cack that I'm writing now. I'd like to thank Sega of America for the courtesy they showed me when I went to the CES Show — ta! You're great, all of you.



JAZ

I thought I'd hijack the editorial this month to give Rich a break and share some of my thoughts about the future. The CES Show in Chicago last month was a real eye-opener, not so much of what was displayed, but what is happening behind the scenes. The consoles we have grown to love (or hate as the case may be) are now getting on a bit. The Megadrive is over three years old and the Super Nintendo two, and while they're still fun machines, we're now looking towards the future to new hardware that will bring us bigger, better and (more importantly) more original and challenging games. And personally I can't wait. This time last year there were loads of games I was looking forward to, especially on Megadrive: this year there are a lot less. This isn't because they aren't any good — it's because hardly any offer anything new. With a few exceptions they are exactly the same sort of platform/beat 'em up/shoot 'em up stuff that we've been playing since the Megadrive was first released. The graphics might have improved and the games grown bigger, but it's still the same old thing. Sega have got the right idea with the Mega-CD and their new Virtual Reality system which expand the Megadrive's capabilities and let us play something completely different. They're also developing a new 32-bit CD-based machine which will be released early next year which sounds absolutely fabulous (its specifications are truly astonishing). But it'll have to be! With a very strong challenge from the Panasonic/Sanyo/Electronic Arts developed CD-based machine, 3DO (I've seen some of the games on it and they're absolutely awesome, particularly Road Rash III), Atari's 32-bit machine, the Jaguar, a new 32-bit big brother to the PC Engine (on which a contact of mine in Japan has played a fabulous 3D game similar to arcade Starblade) and a console currently being developed in Taiwan, the marketplace will be very competitive next year with plenty of stunning new machines muscling in. Nintendo? Well, at the CES Show they announced to their developers that they have no plans for a new machine or a CD machine. A good contact of mine says they DO have plans for a CD machine — but it won't appear until the end of next year and Super Nintendo owners will just have to make do with SFX games, the next one of which won't appear until December (and it didn't look too hot at the CES Show — Rich). Doh!
Keep tuned — and remember: it's not easy being cheesy.

TRONK 9 — THE ARRIVAL



Playing with our Balljacks had an unexpected side-effect. Various pieces of equipment in the office were so traumatised they rose up against us, in the shape of the mighty Tronk 9. It's a bit like Number 5 after he's had eight pints of Newkie Brown and is a bit lippy. His fearsome presence as right-hand man to the Scoremonitor has the office gibbering (routinely). Write to Tronk 9 with your challenges (only if you're brave enough to face a pile of cacky old joysticks tied to a tripod).

SCANDALOUS

We're getting a bit concerned that the Ed page is getting too clean. In an effort to maintain our low standard, we've opened 'Scandalous'. It basically covers all the horrible things we've done to you in the past — Insult corner, sad dads, slagging annoying readers. So please, feel free to send in pictures, stories blackmail demands, photos of car crashes, moaning old bidds and wazzacky teachers/bosses pics. The best get splashed across this spread and may get a prize (like a pair of Rad's very best underpants — freshly unwashed).

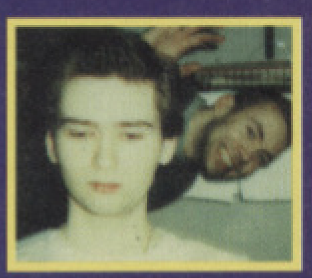
...ORIAL



JULIAN RIGNALL

Downtown Boston was the location of Jaz's worst ever experience on foreign soil. Having taken a wrong turn, he ended up cruisin' the streets of the poorest part of town in a brand new, very expensive and totally tasteless white Mercury Cougar rental car. "Luckily it had tinted windows so the dodgy-looking hoodlums and ladies couldn't see inside" quoth Jaz. "They must have thought I was Mr Big scouting for new talent because they left me alone".

CURRENT FAVE GAMES:STREETFIGHTER II SPECIAL CHAMPION EDITION, PGA TOUR II, J LEAGUE FOOTBAL\



RICHARD LEADBETTER

Surely Rich's latest jaunt abroad must be his worst. Who could handle flying first class, being plied with champagne and caviar, and being tucked up by a luvverly hostess. Then arrive in Chicago to face exhausting breakfast meetings with mega-rich Disney execs and visit the world's biggest electronics show. Yuk.

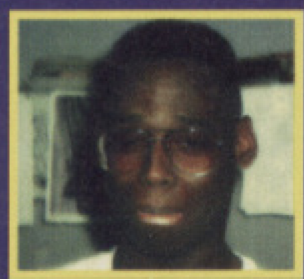
CURRENT FAVE GAMES:STREETFIGHTER II SPECIAL CHAMPION EDITION, THUNDERHAWK, RANGER X, JUNGLE STRIKE, SEGA VR



LUCY HICKMAN

Lucy's holiday in Greece would have been Okay if it wasn't for the nights. Our dep, who normally begs to party, got involved in a 'fracas' with a bouncer who thought should look good as a go-go dancer. Alas, La Hickman was already suffering from 79 (count 'em) mosquito bites, and decided to show him her high kicks instead — right in the olives!

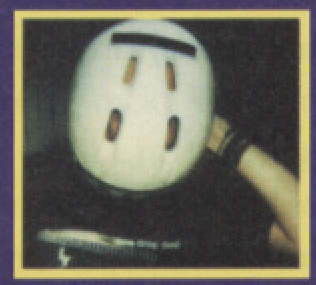
CURRENT FAVE GAMES:THUNDERHAWK, STREETS OF RAGE II



OZ BROWNE

East Asian hospitality was the order of the day for Oz, who found himself sleeping rough on the streets of Hong Kong. Police were called after he had an accident with a rickshaw. The authorities were, of course, understanding — pointing guns at his head, shouting 'passport' and making him dive for pearls in the harbour. After a few years in the paddy fields, someone recognised him as 'that designer' and stuck him on the first jumbo home.

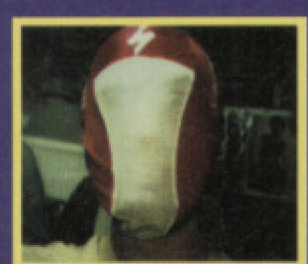
CURRENT FAVE GAMES:STREETS OF RAGE II, FATAL FURY, THUNDERHAWK



RADION AUTOMATIC

Where to start on the catalogue of disasters meeting Rad in Wales. It's only to be expected when you go on your hols with a bunch of mates. "This guy we were with was a bit like a mad axeman version of Una Stubbs in Summer Holiday (if she was driving without insurance),".begins Rad. " He force-fed our happy mob with his greasy breakfasts, ripped out the pool table in a charming Welsh nationalist pub, and crashed the team's car three times." Rad doesn't know what scared him most — him, or the ghost in the room with the blood red walls where they were sleeping!

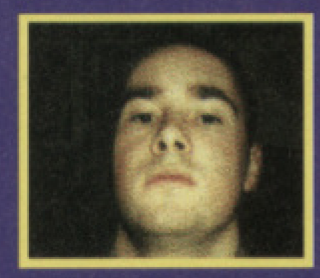
CURRENT FAVE GAMES:ZOMBIES ATE MY NEIGHBOURS, MICRO MACHINES, THUNDERHAWK



ANDY MCVITTIE

Andy's worst foreign experience was also nightclub-related. Following the old adage 'when in Rome, act like Gazza', our Northern ambassador got completely hissed on the local 'fruit juice'. In his holiday mood, he had a slight disagreement with a local gorilla-like Mafioso, who slapped him about the chops in the best Italian tradition whilst repeating what was presumably his only word of English — Outside!!. Trembling to his Y-fronts, our Prod Ed took his punishment, spilling his drink, each time he was hit, over a hapless girl sitting beside him.

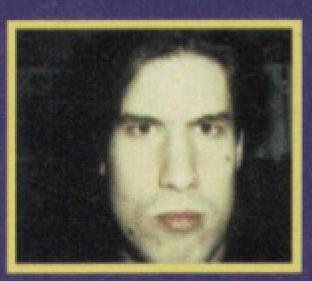
CURRENT FAVE GAMES:SNOW BROS, ZOMBIES ATE MY NEIGHBOURS, SWITCH



ANGUS SWAN

Gus also found pain in Italy due to his over-ambitious travel plans. "My friends and I decided to go to these remote islands in our second week, and we duly caught the only ferry out that day. We thought it would be paradise, but it turned out to be Great Yarmouth as an island. That would be okay if there was any rooms, but there were none. The group were reading their 'Rough Guides' as they sat out overnight at the harbour, waiting for the 5 am ferry!

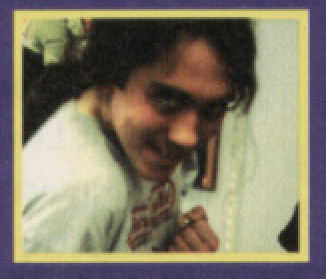
CURRENT FAVE GAMES:THUNDERHAWK, SWITCH, ZOMBIES ATE MY NEIGHBOURS



PAUL DAVIES

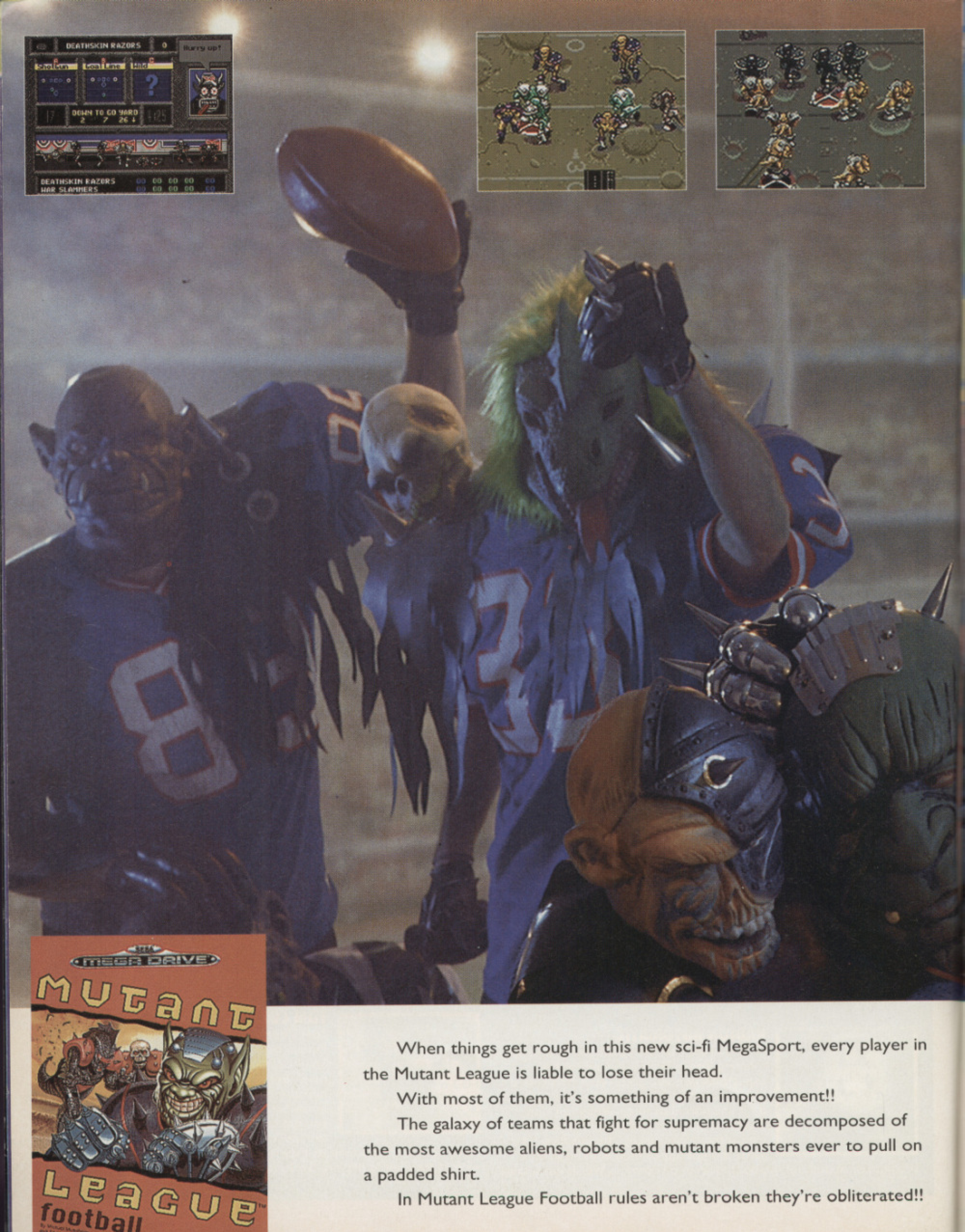
"Eee it were terrible" says Paul remembering his worst adventure abroad. "Me an' me mum crossed the whole of Lancashire, heading for t' Kingdom of Blackpool. When we got there we found t' fishermen had gone on strike and there were no jellied eels to be had. No, none at all. And then we got stuck on't Revolution for three days with Julie Goodyear (popular actress who plays TV's 'Bet Lynch). "So nowadays we just hire a car and tour Tuscany instead," he adds snootily.

CURRENT FAVE GAMES:THUNDERHAWK, ZOMBIES ATE MY NEIGHBOURS



TOM COX

Tom's horrible experience took place in France (where else?), in the cosmopolitan Saint Obin in Normandy. Except, Tom never got to experience the cosmo, because he parents signed him into one of those horrible kids' concentration camps you get on the beach. You know, two rusty trampolines and a badminton net. It was a sorry sight each morning as they left Tom clinging to the chicken wire as they left to explore 'Le Jardin de France'. Quite traumatic.


DEATHSKIN RAZORS
Hurry up!
DOWN TO GO YARD
DEATHSKIN RAZORS
WAR SLAMMERS
SEGA
MEGA DRIVE
MUTANT
LEAGUE
football
ELECTRONIC ARTS
When things get rough in this new sci-fi MegaSport, every player in the Mutant League is liable to lose their head.
With most of them, it's something of an improvement!!
The galaxy of teams that fight for supremacy are decomposed of the most awesome aliens, robots and mutant monsters ever to pull on a padded shirt.
In Mutant League Football rules aren't broken they're obliterated!!

WHEN IT COMES TO THE "MUTANT LEAGUE" EVEN A GUY LIKE ME CAN TURN PRETTY UGLY

Horriods by Ovation Limited.

The brawls turn into battles. While land-mines, thin ice and booby traps make the pitch slightly hazardous.

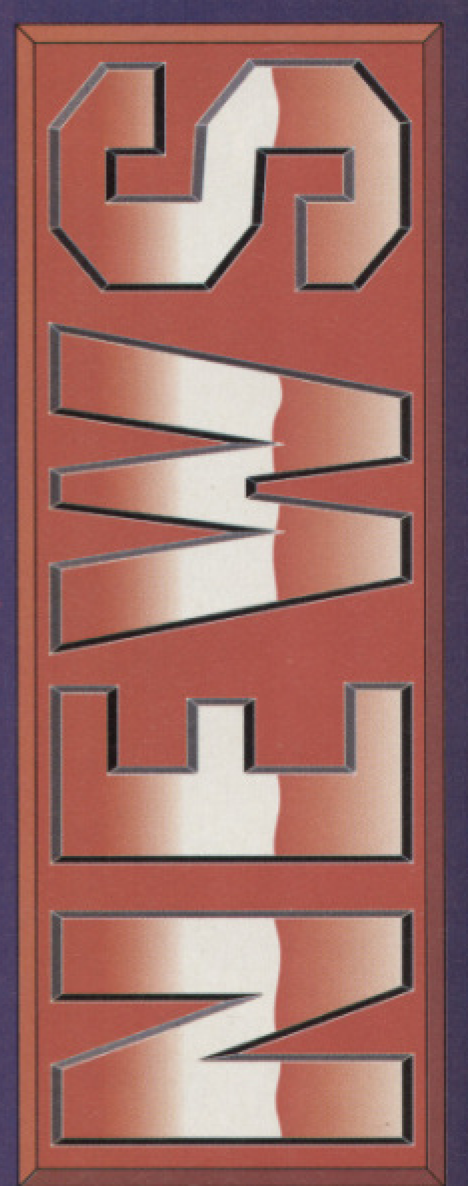
But no one argues with the referees. Why bother when you can bribe them or blow them off the planet!!?

So if you're looking for some good harmless fun, I'd look somewhere else if I were you.

SEGA MEGA DRIVE



Distributed by: Sega Europe, 247 Cromwell Road, London SW5 9GA. Tel: 071-373 3000



YOUR SHOW OF SHOWS

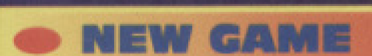
He was there! Rich crossed the Atlantic to represent MEAN MACHINES at the massive CES show, held in Chicago. Every major games company was there, touting their Sega wares for the coming year. June's show was chock full of CD products, but this was well overshadowed with the unveiling of Sega VR, which we exclusively reveal for you here. Rich smuggled his special journalists' spy camera into the most restricted areas to bring you amazing unauthorised pics of games the software houses didn't want you to see yet. Tough! You want to know, and we've got it for you — are we skill or what?



▲ *Shh! Be very quiet. Sonic is brooding on his nest.*

PLUG FOR SOCKET

An intriguing new platform character, Socket is the baby of Vic Tokai, otherwise noted for their angling extravaganza 'Black Bass'. This one smells a little fishy too, being based around a lightning fast duck who has an electric cord for a tail, which is 'plugged in' various points in the level. The screenshots show how 'Sonicy' the game's look and feel is, as you battle the Time Dominator. Socket should be completed around autumn-time. Look out for more news.





- NEW GAME
- BY VIC TOKAI
- MEGADRIVE

OBVIOUSLY WE AREN'T ABLE TO COVER EVERY SINGLE FORTHCOMING RELEASE IN THE DEPTH YOU'D PROBABLY LIKE, BUT HEY, THAT'S JUST YOUR TOUGH LUCK! SO JUST CONTENT YOURSELVES WITH THIS COMPREHENSIVE LIST INSTEAD. OK?



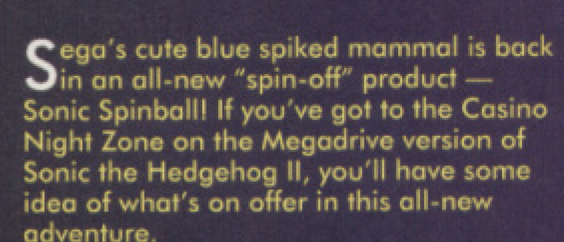
SUPER BATTLETANK II
ABSOLUTE
MAD DOG McCREE
AMERICAN LASER GAMES
MAD DOG II: THE LOST GOLD
AMERICAN LASER GAMES
GALLAGHER'S GALLERY
AMERICAN LASER GAMES
SPACE PIRATES
AMERICAN LASER GAMES
WHO SHOT JOHNNY ROCK?
AMERICAN LASER GAMES
MORTAL KOMBAT
ARENA
TOTAL CARNAGE
BLACK PEARL
HARRIER ASSAULT
DOMARK
STELLAR FIRE
DYNAMIX
THIRD WORLD WAR
EXTREME
BATTLE TECH
EXTREME
WWF RAGE IN THE CAGE
FLYING EDGE
SECRET OF MONKEY ISLAND



▲ Sonic flies budget class to Robotnik Island.

▲ There must be a car coming - he's rolled up into a ball!

IT'S SONIC-MANIA IN SONIC SPINBALL!



- NEW GAME
- BY SEGA
- MEGADRIVE

Sega's cute blue spiked mammal is back in an all-new "spin-off" product — Sonic Spinball! If you've got to the Casino Night Zone on the Megadrive version of Sonic the Hedgehog II, you'll have some idea of what's on offer in this all-new adventure.

Basically, the rascal Robotnik has kidnapped some more of the cutesy inhabitants of the Green Hill Zone and has imprisoned them in the Veg-O fortress — a robot factory set within a volcanic island. The island is protected by the Pinball Defence System (as seen in the majority of the game) — a pinball environment laden with Robotnik's fiendish traps.

It's down to you, controlling the spiked hero to destroy the Veg-O fortress — but it's not going to be easy and you're going to need the full power of Sonic's Super Spin Attack and Power Sneakers to dispese of Robotnik's new threat. Sega are also promising some new moves to make Sonic meaner than he's ever been before!

Sonic's going to need all the help he can against the likes of the Roboctopus, mechanical worms and the awesome terror of the hedgehog-munching plants of doom. Luckily, Sonic's pal, Tails is along for the ride, ever ready to "out-fox" Robotnik (Sega's pun, not ours).

Sonic Spinball is a Megadrive game for one to four players coming to Europe sometime in November to coincide with Sega's Segamania day — the exact date of which hasn't been finalised. Still, as you can see from our many screenshots, Sonic Spinball is looking excellent. We'll have a full preview on the game in a forthcoming issue of this splendid magazine.

JVC
INDIANA JONES AND THE FATE OF ATLANTIS
JVC
DUNGEON MASTER: SKULL KEEP
JVC
LETHAL ENFORCERS
KONAMI
MICROCOSM
PSYGNOSIS
DRAGON'S LAIR
READYSOFT
MY PAINT
SADDLEBACK GRAPHICS
JOE MONTANA NFL FOOTBALL
SEGA
WORLD SERIES BASEBALL
SEGA
ECCO THE DOLPHIN
SEGA
FINAL FIGHT
SEGA
YOUNG INDIANA JONES
SEGA
JURASSIC PARK
SEGA
RISE OF THE DRAGON
SEGA
SONIC THE HEDGEHOG CD
SEGA
SPIDERMAN VS THE KINGDOM

STREET FIGHTER II GOES HYPER

- NEW GAME
- BY CAPCOM
- MEGADRIVE

Street Fighter II: Champion Edition, as extensively previewed in the last issue of MEAN MACHINES is officially dead! At the Chicago CES Show, Capcom announced that the finished version they had of the game will not be released at all — instead a new version, based on the recent Street Fighter II Turbo: Hyper Fighting, will be released in September.

According to Capcom, Street Fighter II: Special Champion Edition contains everything that made the arcade original so good, plus NINE new speeds of play! That means you can start on the basic Champion Edition speed and work your way up to the maximum turbo level to really test your street fighting skills!

As well as the nine new turbo speeds, each character has been extensively enhanced. In addition to all of the special moves we detailed in last issue's preview, Chun Li now has a devastating fireball, Dhalsim can disappear and reappear at will, Zangief has a super lariat and Honda an amazing super sumo press. Blanka's been endowed with a new move, allowing him to pull off a vertical cannonball spin!

Capcom have confirmed the rumours that the game is being extended by an extra 8 megabits, making it the first 24-meg cartridge! That's 50% more data and code being added to the basic Champion Edition game. It looks as though these changes are being added to the game as we speak, as the game on show at the Chicago CES Show was very basic indeed, with only one backdrop and three characters (Ryu and Ken — with Chun Li being added on the Sunday public day!) to play.

Unlike certain other magazines, we weren't prepared to review an obviously unfinished product last month, but we're looking forward to receiving the finished Street Fighter II: Special Champion Edition cart for review in the next couple of months. Look out for it!

TUNE IN TO SEGA

- TELEVISION
- BY SEGA
- MEGADRIVE

Forget satellite television! Sega have signed a business deal with Time Warner Entertainment and Telecommunications, Inc to develop the Sega Channel for American cable TV viewers.

The basic idea is that viewers will be able to connect their Megadrives via a special interface to the cable network. From there they'll be able to download games and special previews from the network into their consoles! The channel itself will provide much more, enabling subscribers to pick up the latest news and tips as well as the games. The whole network will be extensively revised every month to keep it fresh and exciting.

All that Sega owners will need to receive the special channel is a tuner/decoder cartridge for the Megadrive. This cartridge connects to the cable network. Once the power is activated, the cart's code takes you around the network, enabling you to access the different areas and download the games.

Sounds exciting eh? Well, the good news is that the channel costs no more than an average American cable channel — the bad news being that the channel is only going ahead in the States at the moment. Still, if it's successful, Sega will doubtless make efforts to bring the channel over to Europe. We'll keep you posted.



▲ *As the team fight on the quarterback dances alone...*



COLLEGE FOOTIE CAPERS

- NEW GAME
- BY EA
- MEGADRIVE

The makers of John Madden Football have come up with a new American football formula to produce EA's shiny new Bill Walsh College Football on the Megadrive.

Bill Walsh is a former San Francisco 49'ers and current Stanford University coach and his game gives you larger player graphics, College rule extras such as the triple option and two-point conversion attempts as well as the chance to play against a mate or on the same side. Field any of the top 24 College teams or a further 24 all-time great teams.

Choose defensive or offensive play, pre-select audible plays or opt for automatic or manual coaches. There's also the usual full action replay and boasts a new panning stadium cam offering changeable field views.

EA reckons there's some big secret about the game which they steadfastly refuse to reveal — perhaps John Madden makes a guest appearance or something — whatever it is, we'll fill you in as soon as we know.

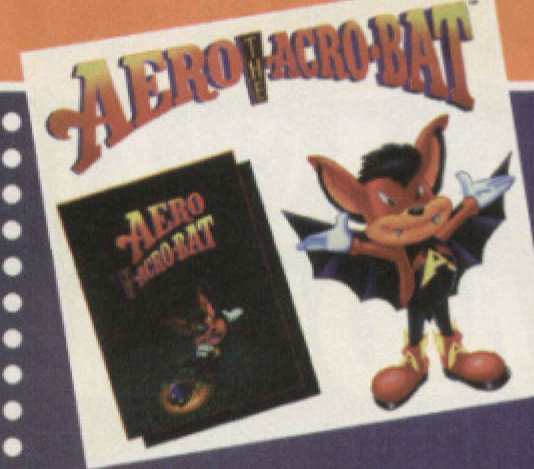
SEGA
WING COMMANDER
SEGA
REAL FIGHTERS
SEGA
DARK WIZARD
SEGA
SILPHEED
SEGA
BRAM STOKER'S DRACULA
SONY IMAGESOFT
CLIFFHANGER
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ESPN BASEBALL
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SONY IMAGESOFT
LAST ACTION HERO
SONY IMAGESOFT
WHEEL OF FORTUNE
SONY IMAGESOFT
ESPN FOOTBALL
SONY IMAGESOFT
ROBO ALESTE
TENGEN
THE TERMINATOR
VIRGIN GAMES
COOL SPOT
VIRGIN GAMES

DINOSAURS FOR HIRE

- NEW GAME
- BY SEGA
- MEGADRIVE

Following the success of Ex-Mutants, another Malibu Comics series is currently being converted onto the Megadrive. Dinosaurs for hire is simple, no-nonsense scrolling shoot 'em up featuring a choice of dinos and generous lashings of blasting action.

Catching the dinosaur-mania wave currently being generated by Jurassic Park, Dinosaurs For Hire is bound to do well. Look out for more details soon.



- NEW GAME
- BY SUNSOFT
- MEGADRIVE

INTRODUCING... AERO THE ACROBAT!



One of the more intriguing platform games on display the CES Show was Sunsoft's Aero the Acrobat. Aero is graphically ace, and we can report that the gameplay is equally cool.

The control method is very good, with the player able to make Aero pull off some very good acrobatic moves.

Programmed by Sunsoft for the Megadrive, Aero the Acrobat is looking very promising indeed. We'll bring you more coverage as soon as we learn more about the game.

HULKAMANIA FROM US GOLD

- NEW GAME
- BY US GOLD
- MEGADRIVE

The appearance of The Incredible Hulk on the Megadrive from US Gold at the CES Show wasn't much of a surprise for Rich — after all, he and Jaz helped put the game's original storyboard together!

Basically the game is about all-out destruction, with the player taking control of the most powerful being ever to walk the face of the Earth (in Marvel comics). Basically, you control the Hulk as you rampage through different levels in search of the Hulk's old enemy, the Leader.

As you can see from the screenshots, the game is looking visually very attractive, although we were very surprised that US Gold showed the game at such an early stage — according to a representative, the game on show was only five per cent complete — and it looked it, too.

US Gold are promising a 16 megabit game with around 65 to 70 moves for players to master with the Hulk, including throws, bear hugs, head butts, as well as the average array of "normal" attacks, like the Hulk's awesome concrete-shattering punches!



▲ *Hello, I'm Hulk. PLease befriend me.*

If US Gold stick to the plan, we should be looking at an exceptionally violent and destructive game — just what we like to see! Look out for more details closer to the Christmas release.

MEGADRIVE

DUNE
VIRGIN GAMES
ROBOCOP VS THE TERMINATOR
VIRGIN GAMES
TOYS
ABSOLUTE
GOOFY
ABSOLUTE
ROCKY AND BULLWINKLE
ABSOLUTE
HOME IMPROVEMENT
ABSOLUTE
SORCERER'S KINGDOM
AMERICAN SAMMY
MORTAL KOMBAT
ARENA
ITCHY AND SCRATCHY
ARENA
NBA JAM
ARENA
T2: THE ARCADE GAME
ARENA

MEGADRIVE HAS THE EDGE

- MODEM CARD
- BY SEGA/AT&T
- MEGADRIVE

Diehard Megadrive fans may remember the abortive attempt made by Sega in producing a modem attachment for the machine. Sega hoped to introduce multi-player games where Megadrive owners could participate in the same game with other players miles away! Now, thanks to American phone company, AT&T, the project has been re-opened with the advent of The Edge 16.

Plug The Edge into your Megadrive and connect it to the phone line and you're ready for business. Just dial up a friend who owns another Edge and plug in the same cartridge as him/her and you're able to play in the same game, playing as a team or perhaps against one another! What's more, along with the data transfer the modem enables, a voice option exists where you can actually talk to the person you've dialled!

In addition, you can plug in "living trading cards" to save off games — these silicon smart cards contain information from games and can be used with any Edge. What's more, The Edge 16 has a number of sockets available — one of which is for a Megadrive keyboard! The Edge also boosts the Megadrive's internal memory — allowing for more complex games.

The module certainly has the software industry intrigued. Already major companies like Sega, Electronic Arts, Microprose, Tengen and GameTek have signed up to make some of their games compatible with The Edge.

The Edge 16 sounds very exciting and we can't wait to get our grubby little hands on one. Look out for more news soon in a forthcoming issue of this very mag.

MASTER MORTAL

Just in case you Master System owners are feeling a touch left out with all this coverage we're giving to Mortal Kombat on Game Gear and Megadrive, this bit is for you. These corking pics of the Master System version came in at the last minute this month so feast your eyes on what we've got — the story-line's exactly the same as the other versions (see preview P. 98). Tune into next month's issue of MEAN MACHINES SEGA for the full works.

- NEW GAME
- BY ACCLAIM
- MASTER SYSTEM



▲ *I'm not fighting you. You've got verucas!*

SONIC CHAOS BLASTS GAME GEAR!

- NEW GAME
- BY SEGA
- GAME GEAR

If you were a tad disappointed by the Game Gear conversion of Sonic the Hedgehog II, take heart. An all-new Sonic game is heading for the Gear and according to our man at the Chicago CES Show it looks "right tasty".

The scenario behind the new game is pretty straightforward. Once again the diabolical genius that is Doctor Robotnik is threatening the lives of Sonic's pals — this time by getting hold of one of the mystical chaos emeralds. Now he's got the one, he's after the rest and plans to build an enormous nuclear weapon with which to dispose of Sonic and his friends once and for all — aiieeeee!

Sonic's mission is two-fold — first of all to stop Robotnik and protect the remaining chaos emeralds and then track down the evil scientist and reclaim the powerful crystal he's purloined for his own macabre plan.

In this all-new Sonic adventure, players have two distinct game variations. They can either go for the super-sonic speed approach by choosing Sonic the Hedgehog to do battle with Robotnik or they can decide to go airborne with Miles Prower, aka Tails, as he uses his twin tails to take to the air!

Sonic Chaos is looking excellent with fab graphics and awesome gameplay that seems a lot more playable than its predecessor, Sonic the Hedgehog II — the biggest selling Game Gear title in history! We're really looking forward to seeing this one for review. Expect the full lowdown in time for the game's November release date.

TOTAL CARNAGE
BLACK PEARL
STREET FIGHTER II: SPECIAL CHAMPION EDITION
CAPCOM
DASHIN' DESPERADOS
DATA EAST
HIGH SEAS HAVOC
DATA EAST
FORMULA ONE GRAND PRIX
DOMARK
BOB
ELECTRONIC ARTS
TECHNOCLASH
ELECTRONIC ARTS
COLLEGE FOOTBALL
ELECTRONIC ARTS
GENERAL CHAOS
ELECTRONIC ARTS
HAUNTING STARRING POLTERGUY
ELECTRONIC ARTS
JOHN MADDEN '94
ELECTRONIC ARTS
NHL HOCKEY '94
ELECTRONIC ARTS
BEST OF THE BEST CHAMPIONSHIP KARATE
ELECTRO BRAIN
BOXING LEGENDS OF THE RING
ELECTRO BRAIN

THE ART OF ANIMATED ACTION ...FROM MANGA

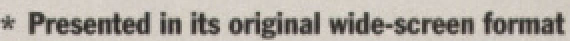
The Heroic Legend of Arislan part I

Masked horsemen, holy warriors, brave Princes and betrayed Kings. A real Epic.

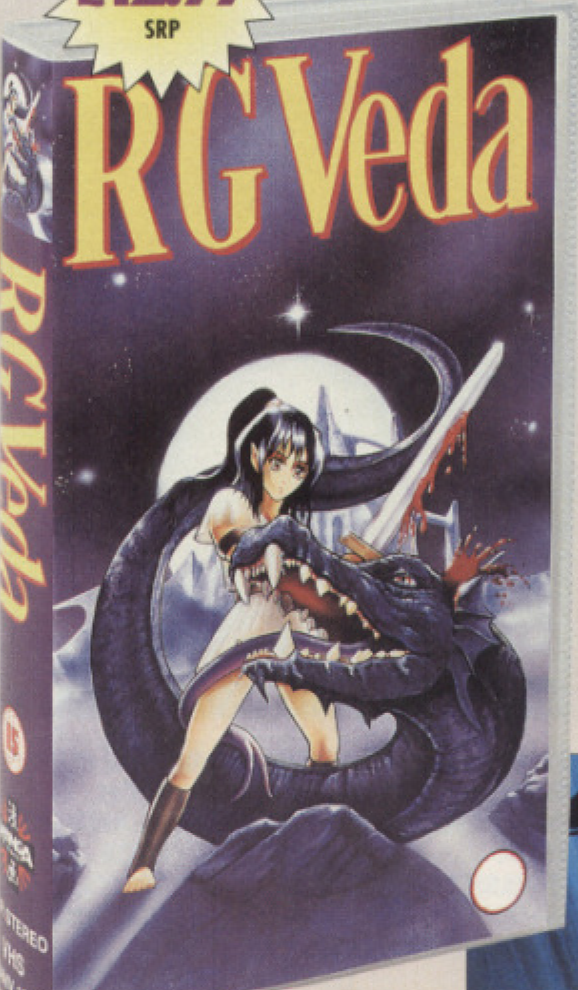
The Heroic Legend of Arislan is a dramatic tale of royal honour amidst treachery and deceit, in a land where things are not quite as they first seem.....



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SEGA VR: MEGADRIVE VIRTUAL REALITY!

Thursday 3 June, 1993: day one of the awesome Chicago CES Show. Our very own Richard Leadbetter took a flight over to the states to check out the latest in Sega wares. Upon entering the Sega "village" it became clear that there was only one real story — Sega's brand new virtual reality system for the Megadrive! Rich decided that a chat with Sega of America might be in order. Read on...

- **VIRTUAL REALITY**
- **BY SEGA**
- **MEGADRIVE**

Sega are rightly pleased with their new Sega VR home virtual reality system. They're hailing it as the next level of gaming — a mass market home VR system that will retail in the US for only $200! The system incorporates technology that attempts to block out the real world and totally immerse you in the game's environment with screens and headphones built into the headset.

However, what makes it so revolutionary is the motion tracker built into the headset. This enables Sega VR to track your head's movements. Look in any direction and VR quickly relays the movement information to the game. Although the headset controls what you actually see in the game, the actual control of the game is still achieved via the usual Megadrive joypad.

The virtual reality experts getting excited over Sega VR. Jaron Lanier, one of virtual reality's founders had this to say: "The most exciting development in the industry is Sega VR, which is a VR helmet that's coming to the public this next Christmas. It will introduce a lot of kids and parents to virtual reality. You'll have a generation of kids growing up with VR."

No official UK release date has been settled on for Sega VR, although we would be extremely surprised if the system arrived in time for Christmas this year. However, when it does finally arrive, be prepared for a price tag around the £200 area.

SEGA VR: HARDWARE FACTS

Sega VR is actually just a one-piece headset that connects to the Megadrive. The headset has a strap that secures the HMD (head-mounted display) firmly, but comfortably, to the head. Inside the visor are two high-quality LCD displays. Two decent speakers cover each ear, allowing the Megadrive to stun you with some really good stereo sound.

▲ ***Mega EXCLUSIVE! First Sega VR screenshot — only in MEAN MACHINES!***

VIRTUAL GAMES

Sega VR is released in America around Christmas and four games will be made available for it, one of which is included with the Sega VR package.

The American retail price is around $60 to $70 for each game, so expect to pay around £50-£60 over here. The first batch of games are shaping up like this:



NUCLEAR RUSH

Take a trip, VR-style, to 2032 where corrupt corporations are using low-level nuclear waste as a hazardous energy source. It's your job to zoom through the wastelands, blowing up armed robots and drones. There are three levels of barren deserts, blasted forests and irradiated plains to zoom through. Sega describe it as "an unmatched flight simulation adventure".

IRON HAMMER

Zoom into intergalactic warzones taking out enemy attack craft and other alien hardware. Thirty levels await you in this Battlezone variant. Adding to the VR experience is the digitised voice of your co-pilot blasting your ears via the headset's stereo speakers!

MATRIX RUNNER

Described by Sega as their first 3D cyberspace voyage, you play an elite superhacker entering the dark winding databanks of the Matrix in an attempt to track down your missing colleagues. Sega call this a "dazzling hypnotic materialisation of cyberspace, where players collide with strange semi-humans and vulture-like manifestations". Strange eh?

NEW GAMES '93

BATTLETECH
EXTREME
CHAMPION'S LEAGUE SOCCER
FLYING EDGE
ADDAMS FAMILY
FLYING EDGE
SPIDER-MAN/X-MEN:
ARCADE'S REVENGE
FLYING EDGE
ROBOCOP III
FLYING EDGE
BART'S NIGHTMARE
FLYING EDGE
NFL QUARTERBACK CLUB
FLYING EDGE
WWF ROYAL RUMBLE
FLYING EDGE
INCREDIBLE CRASH DUMMIES
FLYING EDGE
T2: JUDGEMENT DAY
NIGEL MANSELL CHAMPIONSHIP RACING
GAMETEK
BARBIE SUPER MODEL
HI TECH
TOM AND JERRY: FRANTIC ANTICS
HI TECH
WOLFCHILD
JVC
CHESTER CHEETAH: QUEST TO



OUTLAW RACING

Outlaw Racing is an off-road racing variant with a first person perspective, where you and 20 other cars participate in a "heated rush of dirt track combat... in a careening high-speed jam of metal". Sounds good to us!

SEGA VR: WE WERE THERE — REALLY

Sega VR was only previewed at a behind-the-scenes demonstration for third party Sega manufacturers and various big-wigs To emphasis the point a big "BY INVITATION ONLY" sign was plastered over the entrance! Luckily, I managed to get an appointment with Sega of America and after a quick chat with the bouncer I was led into the VR studio — a small room with four VR stations and a massive monitor with a Virtua Racing vid playing (quite odd since the Megadrive version of the game isn't compatible with the VR system — as far as I know).

A Sega associate led me to the only empty VR station and strapped on the head-mounted display (as they're known in VR circles). My vision was completely cut off, until the demo game, Iron Hammer, was turned on. At first, I couldn't get my head around the 3D effect — it took a while to shake the double vision the two screens initially produce.

A Megadrive controller was thrust into my hands and the game began. "Don't just use the controller," an unseen Sega associate urged me. "Turn your head and follow the action".

Using the radar at the bottom of the screen, I zeroed in on a pack of meanies and sped towards them — too fast — as they zoomed by. I looked around — they were behind me! Using the controller, I "caught up" with my eyes and let them have it. I'd played quite a few games similar to this in concept, for example the arcade classic Battle Zone and the old Amiga game, Backlash. However, although the games are similar, the addition of Sega VR really did make a difference. Although the VR display wasn't perfect and the Iron Hammer software obviously unfinished, I really enjoyed the experience.

An uncertain number of minutes later a voice asked, "Have you had enough yet?" and the headset was removed. Doh!

REALITY OR MOCKERY: THE VIRTUAL VERDICT

Sega VR is an admirable stab at reproducing virtual reality on a home system and it DOES work. The headset tracks your movements accurately and the feeling you get while using it is definitely different from any other game you've ever played at home before.

My one reservation with the system is the fact that the screens inside the visor are a tad on the small side. Using Sega VR is a little like watching a widescreen movie — the black bars around the action are a tad intrusive — I'd have like to have seen the entire range of vision taken up with the display.

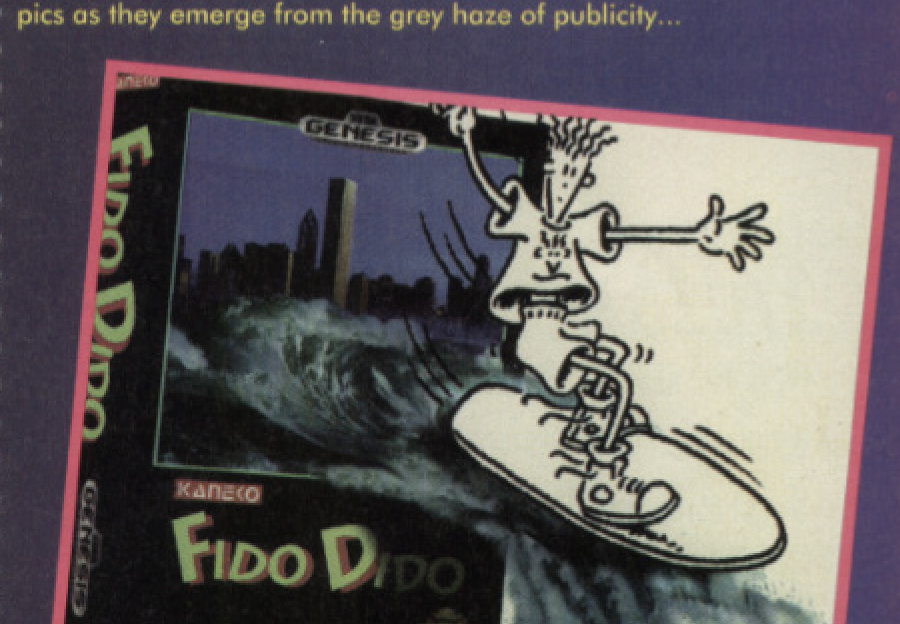
I'd also like to see a virtual reality dataglove or something along those lines replacing the Megadrive control pad. Hopefully, if Sega VR takes off — which it deserves to — we'll see VR-specific controllers.

Sega are to be applauded for this daring move into home VR. Although the pre-production demo of Iron Hammer I played seemed a tad on the rough side, I really look forward to some of the later VR games produced when programmers get to grips with the system. I'd certainly consider paying out $200 for this.

FIDO DIDO

- NEW GAME
- BY KANEKO
- MEGADRIVE

Kaneko seem to have a 'crisps and fizzy pop' fixation. After licensing Chester Cheetah, they've turned their attention to Fido Dido, the cheery line-drawing who exhorts us to rot out teeth with 7-Up. Fido started life as a surf character, and this is rumoured to play a large part of the game's action. Fido's mission is to add colour to an otherwise black and white world. More news and pics as they emerge from the grey haze of publicity...



MOST ORIGINAL GAME OF THE SHOW

- NEW GAME
- BY ELECTRONIC ARTS
- MEGADRIVE

Definitely the most intriguing game of the CES Show was Electronic Arts' Haunting (starring Polterguy — doh!). In this game, you're a poltergiest and your aim in life (or death, as the case may be) is simply to roam around your house, scaring the living daylights out of any foolish living beings who dare invade your space. To this end, you're able to possess of the furniture in each room and use it to full scary effect!

We were really impressed with this one and look forward to the preview and review coming up in MEAN MACHINES sometime in the near future.

THE WEST
KANEKO
FIDO DIDO
KANEKO
SOCKS THE CAR ROCKS THE HOUSE
KANEKO
PTO: PACIFIC THEATRE OF OPERATIONS
KOEI
GENGHIS KHAN II
KOEI
ROCKET KNIGHT ADVENTURES
KONAMI
CASTLEVANIA BLOODLINES
KONAMI
TMNT: TOURNAMENT FIGHTERS
KONAMI
CHAMPIONSHIP BOWLING
MENTRIX SOFTWARE
F-15 STRIKE EAGLE II
MICROPROSE
PIRATES! GOLD
MICROPROSE
ANCIENT ART OF WAR IN THE SKIES
MICROPROSE
SUPER BATTLESHIP
MINDSCAPE
ROLLING THUNDER III
NAMCO

MOST IMPRESSIVE GAME OF THE SHOW!



- NEW GAME
- BY EA
- 3DO

Definitely the most amazing stuff of the show was seen on the new 3DO multimedia machine.

These pics show the 3DO version of one of the Megadrive's greatest racers — Road Rash! As you can tell the graphics are utterly superb, with the most stunning 3D effects seen yet — just as good as any top-of-the-range Sega coin-op! Hurrah!

TOTALLY CARNAGEOUS!

- NEW GAME
- BY BLACK PEARL
- MEGADRIVE/MEGA-CD

The Megadrive version of Total Carnage is currently being tooled in the workshops of Argonaut software, for Black Pearl. The team have already made their reputation with products on the Super NES like Starwing. Their Total Carnage aims to recreate the Williams coin-op of 1991 as near as dammit. The original was a frenzied shoot 'em up in the Smash TV mode, but enhanced with scrolling in eight directions, humungous man-eating enemies, incredible smart new weaponry and loads of hidden levels. Hopefully all the rather large explosions and plethora of bullets will make it to the Megadrive. A Mega CD version is also being programmed, although further details are scarce. Expect it on the shelves in the spring of 1994.

PGA HITS GAME GEAR

- NEW GAME
- BY TENGEN
- GAME GEAR

Good news for Game Gear golfers: Electronic Arts' utterly amazing PGA Tour Golf is being released for the portable!

Tengen are promising to include just about every feature of the awesome Megadrive game, so hopes are high for a new golfing experience for the Game Gear.

The chances are that a Master System version will follow.

VIRTUA RACING IN SEGA POLYGON CHIP SHOCK!

- NEW GAME
- BY SEGA
- MEGADRIVE

Not to be outdone by Nintendo's SFX polygon chip, Sega have just finished work on their very own polygon generator chip, the DSP — standing for Digital Signal Processor. And the first game to be produced for the new chip? None other than Sega's awesome Virtua Racing coin-op!

Sega weren't ready to produce a demo version of the Megadrive game for the CES Show, relying instead on videos of the coin-op to put their case across. However, we've managed to get hold of some excellent pics of the Megadrive version — as you can probably see. Sega are sparing no effort to make this conversion one of their best yet. To that end, they've given the go-ahead to the programmers to make Virtua Racing a massive 16-meg cart!

As you can see, the conversion's looking a bit rough around the edges at the moment, but Sega are promising to have the game running at incredible speeds and just as long as the game has the playability of the coin-op, we'll be happy.

Besides, these shots are taken from a *very early* pre-production version of the game, with a lot of the background objects still to go in. Look out for more exclusive Virtua Racing news in a forthcoming issue of this very mag.

STAR QUEST
NAMCO
PUGGSY
PSYGNOSIS
WIZ 'N' LIZ
PSYGNOSIS
LEMMINGS II
PSYGNOSIS
KEEPER OF THE GATES
RAZORSOFT
HOOVES OF THUNDER
RAZORSOFT
SPEEDYWAY PRO CHALLENGE
RENOVATION
TECMO WORLD CUP
SIMS
DESERT DEMOLITION STARRING ROAD RUNNER
SEGA
DINOSAURS FOR HIRE
SEGA
DISNEY'S ALADDIN
SEGA/VIRGIN GAMES
ETERNAL CHAMPIONS
SEGA
YOUNG INDIANA JONES
SEGA
JURASSIC PARK
SEGA
SONIC SPINBALL
SEGA

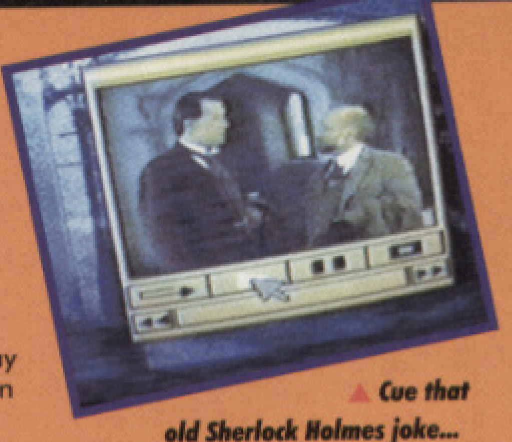
"So real I bought a Mega Drive."



SHERLOCK HOLMES RETURNS

Easily one of the most innovative releases on the Mega-CD was Sherlock Holmes: Consulting Detective. Now Mega-CD-owning amateur sleuths can look forward to even more adventures with Conan Doyle's fictional detective in Sherlock Holmes II.

The game boasts three new cases for detectives to work their way through, with an improved graphical interface and better full-motion video. This looks like being just as fascinating as the original game and is scheduled for release sometime nearer to Christmas.



▲ Cue that old Sherlock Holmes joke...



- NEW GAME
- BY SEGA
- MEGA-CD

ETERNAL CHAMPIONS TAKE ON STREET FIGHTER II

Sega of America have obviously cottoned on to the popularity of Street Fighter II and have started to put together their own topper fighting game. Its name is Eternal Champions — a game starring eternity's eleven greatest fighters, each with over 35 specialised moves at their disposal. In order to make their fighting game on the greatest ever produced, Sega have pulled out all of the stops. Eternal Champions is another enormously large 24 megabit cartridge!

The basic scenario is, shall we say, intriguing. The year is 2225 and the Enternal Champion (the poor sap who controls the balance between good and evil) is dying. Searching the past, it selects the eleven greatest fighters ever to face off for the ultimate humour of becoming the new Eternal Champion.

What that basically means is a fight fest of unfeasibly large proportions as players choose between green beret champions, kick boxers, kapkido cane fighters and Brazilian capoeria masters amongst others in search of the Eternal Champion's prize.

Sounds good eh? Well, Sega have a number of all-new features that may make Eternal Champions even better than Street Fighter II. Whereas the latter game only has best of three competitions, you decide how many rounds you want in each game. Also, a mega slow motion replay mode enables you to instantly replay your greatest combination attacks (as well as your most humiliating defeats).

Sega's much vaunted Dynamic Play Adjustment rears its head in Eternal Champions, studying the player's performance and altering the difficulty level according to how good (or bad) the player is. Extra options include the ability to design your own battle room and adjust a speed mode that allows players to choose three different game velocities based on the player's joypad agility (or lack of it).

Compatible with the six-button joypad as well as the Sega Activator (check out the separate news story) Eternal Champions is looking absolutely grand, but does it have the necessary excellence to dethrone Street Fighter II as the ultimate combat game? Only time (as well as a future edition of MEAN MACHINES) holds the answers.





▲ Better than Street Fighter II?





- NEW GAME
- BY SEGA
- MEGADRIVE

'93 NEW GAMES '93

SONIC THE HEDGEHOG III
SEGA
TOEJAM AND EARL II
SEGA
LIGHTNING FORCE
SEGA
SHINOBI III
SEGA
VIRTUA RACING
SEGA
GREATEST HEAVYWEIGHTS
SEGA
NBA ACTION '94
SEGA
NFL FOOTBALL '94 STARRING JOE MONTANA
SEGA
NFL SPORTS TALK FOOTBALL '93 STARRING JOE MONTANA
SEGA
WORLD SERIES BASEBALL
SEGA
STAR TREK: THE NEXT GENERATION
SEGA
LANDSTALKER
SEGA
HOOK
SONY IMAGESOFT
BRAM STOKER'S DRACULA
SONY IMAGESOFT
CLIFFHANGER

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We're very proud of 101 Turbo Tips, which should be in your shops now. It's got to be the games vid of the year and will probably change the way games tapes are made!

The tape covers 50 Megadrive titles, with all the biggest sellers covered in the greatest detail. This all adds up to a whacking 90 minutes of playtime, several aeons longer than every previous effort. All this for the astoundlingly low price of £7.99, but that's not all! **Check out the ad later in the mag and you'll find a coupon which entitles you to another quid off the RRP.** But how did Turbo Tips come about? Read the exclusive story of the making of...

THE SWEATSHOP

A week in Spring was set aside for the filming, which was done 'on location' at the MEAN MACHINES offices. The games-playing task fell down to Paul and Gus, climaxing in a weekend from hell which involved breaking about 30 games in all day, all night sessions. As new carts came into the office, they were quickly bunged onto tape. "I want 50!", screamed Chris over the phone, frequently.

DARKROOM FUN

After all the copy was on tape, Chris had the daunting task of editing it down. After a week of work he was left with about five hours of material on tape. This had to be sliced further into a mere 90 minutes. Meanwhile, he commissioned a graphics company to produce a Virtual Reality intro. The stunning start to Turbo Tips is the result. Chris and Gus now faced two weeks in the darkness of the editing suites in Soho, being pampered by the staff and pulling the vid into shape.

THE PRODUCT

The script finished, all the typed cheat info was placed on-screen using a device called an Aston. Two days were spent finding neat ways to link the sections, using state of the art editing effects. All this time, things like box design, legal agreements and ads were being arranged. As Turbo Tips was going on the shelf, the task of publicising the vid for Mean Machines fell on Jaz and Gus.

WIN, WIN, WIN!

Want the chance to win your own copy of this topper video? Well, th ten lucky readers will be getting a free copy of the sexy spooled wonder, otherwise known as '101 Turbo Tips'. The only impediment being this slight poserette:

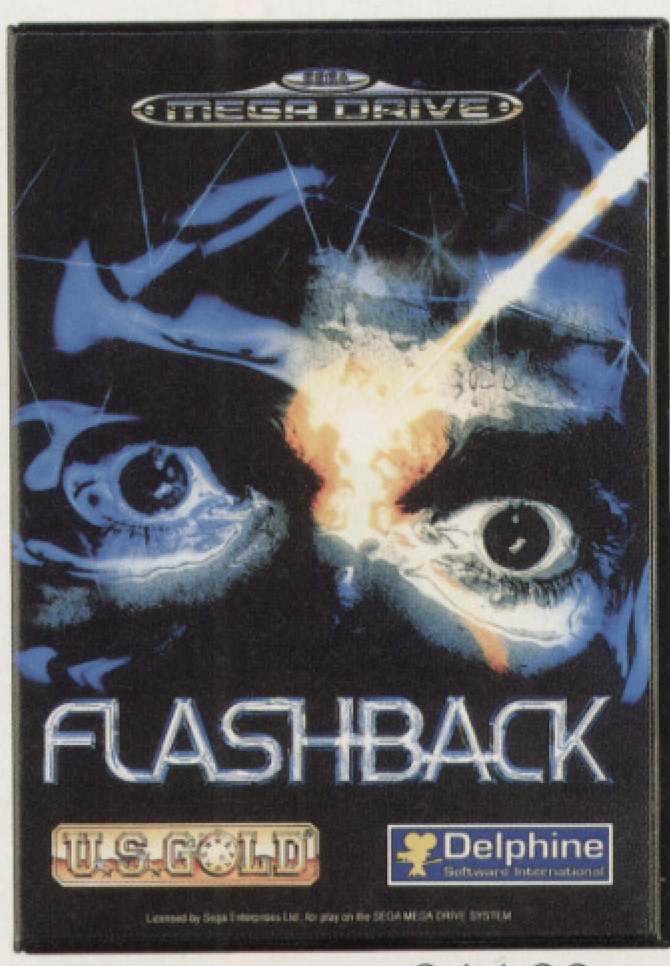
Q:Which of the following is a new Megadrive beat 'em up?

A) Cyborg Justice
B) Crime and Punishment
C) Robotic Law Enforcers

Answers on a small postable thing to: Turbo Chargers Comp, Mean Machines, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Winners will be picked by lottery. All our usual comp rules apply.

SONY IMAGESOFT
ESPN BASEBALL
SONY IMAGESOFT
ESPN FOOTBALL
SONY IMAGESOFT
LAST ACTION HERO
SONY IMAGESOFT
BEASTBALL
SPECTRUM HOLOBYTE
SOLDIERS OF FORTUNE
SPECTRUM HOLOBYTE
AERO THE ACROBAT
SUNSOFT
BUBBLE AND SQUEAK
SUNSOFT
BEAUTY AND THE BEAST: BELLE'S QUEST
SUNSOFT
BEAUTY AND THE BEAST: ROAR OF THE BEAST
SUNSOFT
BLASTER MASTER II
SUNSOFT
THOMAS THE TANK ENGINE AND FRIENDS
THQ
TIME TRAX
THQ
WAYNE'S WORLD
THQ
TIME KILLERS
THQ

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£44.99 each on Mega Drive format.

I'M THE KING OF THE SWINGERS

Virgin Games has got its hands on one of the hottest licences of the year in the form of Jungle Book on the Megadrive. Rumour has it that this game, which Rich got a sneak peep at in America, should be out before the end of the year and according to our roving editor it's looking like pretty hot stuff.

Apparently, the platform-based game follows the film storyline pretty closely — covering the antics of young Mowgli the man-cub and his wacky mates like Bali the Bear. As you can see from these EXCLUSIVE screenshots it's well on the way to being a corker but we'll bring you all the gen on it as soon as we get it.



- NEW GAME
- BY VIRGIN
- MEGADRIVE

SEGA SPORTS TOUCH-DOWN

Sega have finally realised that they have just about the greatest sports simulations ever to hit silicon and have decided to promote them all with their new Sega Sports range of games.

Sega Sports encompasses all of the great games we've seen before, including Super Monaco GP, John Madden Football along with a new range of games including World Series Baseball — exclusive screenshots of which adorn this page. More news on Sega Sports games coming up soon in a forthcoming issue of your ever-loving MEAN MACHINES.

- NEW LABEL
- BY SEGA
- FORMATS

MEGADRIVE MAGIC WITH DISNEY'S ALADDIN!

Hollywood and Sega meet in real style with the advent of the Megadrive conversion of Aladdin, almost a living cartoon that successfully captures the real magic of Disney on a 16 megabit Megadrive cartridge!

"Disney's Aladdin will be one of the most amazingly visual action games ever produced because of animation provided by Disney's talented staff of professional cel animation artists combined with proprietary technology brought to us by Virgin Games," pontificates Shinobu Toyoda, Sega executive vice president, and who are we to argue?

As you can see from the shots, Aladdin looks absolutely stunning, but the pictures can't adequately convey the stunning animation that makes Prince of Persia look like a Spectrum game (almost!). Aladdin is out in October. Expect MEAN MACHINES to bring you all the info on this stunning game first!



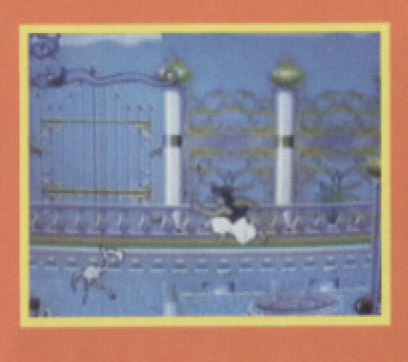
▲ *Have at thee, vile deciduous growth!*



▲ *Your task is to help Aladdin locate the floor!*

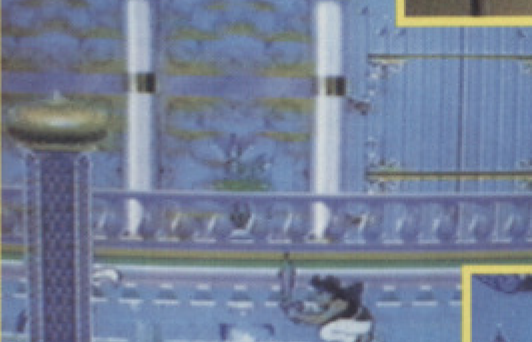


OPERATION ALIENS
THQ
JOE AND MAC
TAKARA
PINK PANTHER
TECMAGIK
SYLVESTER AND TWEEDY
TECMAGIK
STEVEN SEAGAL
TECMAGIK
TECMO SUPERBOWL
TECMO
TECMO SUPER NBA BASKETBALL
TECMO
DAVIS CUP TENNIS
TENGEN
RACE DRIVING
TENGEN
PIT-FIGHTER II
TENGEN
ROAD RIOT
TENGEN
FICK VITALE'S "AWESOME BABY!"
TENGEN
AWESOME POSSUM
TENGEN
GRINDSTORMER
TENGEN
SEARCH FOR RAMSES II
TENGEN





▲ *Shamed by remarks on his personal odour, Aladdin tries to get a little 'april freshness'.*



▲ *Bereft of a decent rod. Aladdin tries in vain to ensnare fish with his sabre.*

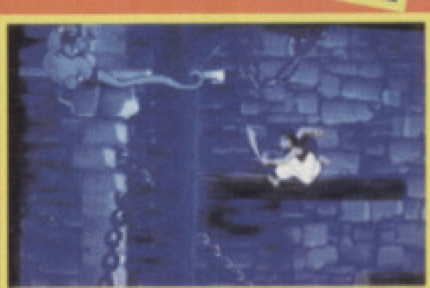


▲ *Why that no good, dirty, low down axminster!*





▲ *"Hey kid, stop that morris dancing immediately, you're supposed to be an arabian knight!"*



- **NEW GAME**
- **BY VIRGIN GAMES**
- **MEGADRIVE**

SEGA ACTIVATOR: GOODBYE JOYPADS

After about a year of setbacks, Sega's innovative (if slightly bizarre) Activator "living joypad" is just about ready for release.

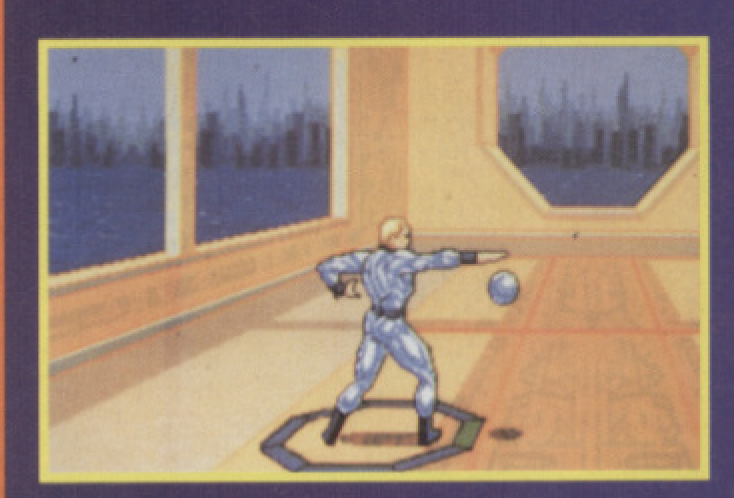
This interesting item replaces the normal Megadrive joypad and sits on the floor. The player stands atop the Activator and carries out physical actions, like a punch or kick for example. The device then reads these actions and converts them to standard joypad signals.

At the CES Show, Sega's demonstrators had the Activator hooked up to Streets of Rage II, punching and kicking to their heart's content while the game's on-screen characters happily mimicked their actions!

The Activator certainly looks intriguing, but you're going to need a fair amount of space to make use of the controller properly. Also, the idea of the Sega control pad is to make control easy and pleasurable. Although doubtlessly very healthy, do you really want to knacker yourself out every time you play a video game?

However, Sega seem undaunted and are ready to release an Activator-specific game called Bounty Hunter (check out the screenshot) and other games, such as Sega's forthcoming fighting biggie, Enternal Champions, are also Activator compatible. Instructions are supplied with the unit which allow you to use all Megadrive game with the new controller. Good eh?

We'll give the Activator the full low-down in a future issue of MEAN MACHINES. Look out for it.



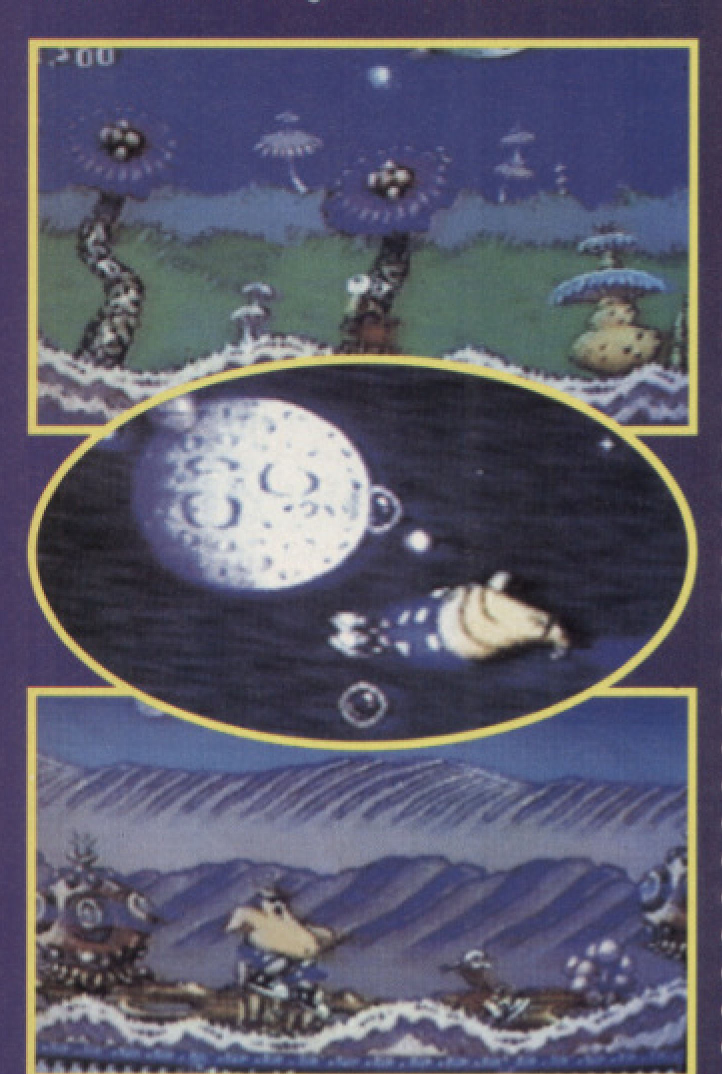
▲ *An artist's impression of an Activator in action. Unfortunately, the little silver ball is not included.*

- **CONTROLLER**
- **BY SEGA**
- **MEGADRIVE**

GAUNTLET 4
TENGEN
DRAGON'S FURY II
TENGEN
PRINCE OF PERSIA
TENGEN
BATTLETOADS/DOUBLE DRAGON TEAM-UP
TRADEWEST
FUN AND GAMES
TRADEWEST
STRIDER II
US GOLD
THE INCREDIBLE HULK
US GOLD
GUNSHIP
US GOLD
WINTER OLYMPIC GAMES
US GOLD
SOCKET
VIC TOKAI
MAZIN SAGA
VIC TOKAI
CHI CHI'S PRO CHALLENGE GOLF
VIRGIN GAMES
WRATH OF THE GODS
VIRGIN GAMES
ROBOCOP VS THE TERMINATOR
VIRGIN GAMES
DUNE II

MORE FUNKY ACTION WITH TOEJAM AND EARL!

Those weird alien funksters, ToeJam and Earl are back in an all-new Megadrive adventure. Tentatively, and somewhat spookily, titled ToeJam and Earl II, the game centres our heroes, the so-called Teen-Aliens of Funk as they put paid to the environmentally unsound humans who've landed on their planet and ship them back to Earth! As you can see from our exclusive shots, ToeJam and Earl II looks graphically awesome. We can report that the sound is equally cool with some swingsome music and good effects. However, as all good players know, it's gameplay is all-important. Look out for the full review in time for the game's Autumn release date.



- NEW GAME
- BY SEGA
- MEGADRIVE

SPINS A WEB — ANY SIZE

Look out, here comes the Spider-Man, spinning webs left, right and centre on the Mega-CD this summer. The scenario of this new conversion is pretty straightforward. The Kingpin of Crime has implicated the web slinger in several terrorist acts culminating in the bombing of New York City!

Of course, this brings Spidey into action, tracking down the Kingpin's bombs and doing battle with old enemies like Electro, the Vulture and of course, the psychotic Venom.



As you might have gathered from the screenshots, the game looks quite similar to the Megadrive original in terms of gameplay. However, Sega have added loads of new levels making a grand total of 50 in all. Comic-style animated intermissions intersperse the web-spinning action.

Spider-fan Rich spent quite a while playing a finished version of the game at the CES Show and came away impressed. The control method of the original Megadrive Spider-game has been significantly improved and all the new levels added in are more than welcome.

Available in the US any time now, hopefully we'll have a full review in the next couple of months.

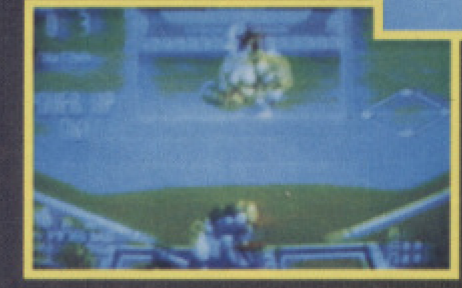
BASEBALL 2020 STYLE!

One of the games that really stood out on the Electronic Arts stand at the CES Show was 2020 Baseball — a conversion of the topping future sports baseball game first released last year on the Neo Geo console.

Basically, the same rules of baseball apply in the 21st century. However, many additions have been made to the basic game to make it even more action-packed and intriguing. For example, how does an exploding ball grab you?

As you can see from our exclusive shots, the game's looking exceptionally tasty at the moment with some excellent graphics and smart animated cut-scenes in specific parts of the game.

This looks like being the definitive baseball game for the Megadrive! Keep a look out for previews and reviews in future editions of this fine magazine.





Do not pitch yet Earthling. I, Tronk-9, have lost a contact lens.

- NEW GAME
- BY ELECTRONIC ARTS
- MEGADRIVE

VIRGIN GAMES
CAESARS PALACE
VIRGIN GAMES
THE JUNGLE BOOK
VIRGIN GAMES
DAN MARINO'S TOUCH-DOWN FOOTBALL
VIRGIN GAMES

GAME GEAR

RC GRAND PRIX
ABSOLUTE
T2: THE ARCADE GAME
ARENA
MORTAL KOMBAT
ARENA
ITCHY AND SCRATCHY
ARENA
NBA JAM
ARENA
JAMES BOND 007: THE DUEL
DOMARK
FORMULA ONE GRAND PRIX
DOMARK
DESERT STRIKE
DOMARK
PINBALL WIZARD

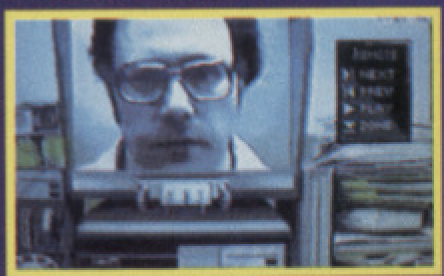


▼ Even super-heroes have got to go sometimes!

- NEW GAME
- BY SEGA
- MEGA-CD

RISE OF THE DRAGON: NEXT MONTH

Take a quick peek at Dynamix's Rise of the Dragon, a Mega-CD adventure converted from a highly rated PC game. Boasting excellent graphics and CD sound, this looks like a game to watch out for. The question is, will the CD access ruin the game like it did for Dynamix's previous outing, Willy Beamish? The game's out now in the States. Look out for a full review in the next issue of MEAN MACHINES.



- NEW GAME
- BY DYNAMIX
- MEGADRIVE

SEGA MUSCLES IN WITH SURF NINJAS

The Sega Game Gear has become a Hollywood star — almost. It appears in a new movie epic, Surf Ninjas.

Written by the guy behind the recent Passenger 57 movie, the script includes everything designed to appeal to teenagers. Imagine, if you will, a movie boasting surfboards, ninjas, comedy, exotic locations, videogames and a beautiful girl! Yawn!.

The film's about a lad called Johnny McQuinn — a surfing ninjitsu ace and his bro', Adam whose clairvoyant visions appear on his Game Gear screen! Naked Gun star Leslie Nielson stars as the tyrannical dictator, Colonel Chi against whom the lads pit their wits (and their martial arts and clairvoyancy skills).

To coincide with the movie's launch, the Game Gear conversion of the movie (check out the screenshots) will be released. The game sounds marginally better than the movie, with (as Sega say), "ten levels of mach speed hand-to-hand combat and acrobatic moves".

Look out for more info soon.



- NEW GAME
- BY SEGA
- GEAME GEAR

EXPANDING ECCO

After a highly successful outing on the Megadrive, Ecco the Dolphin is moving onto both the Game Gear and the Mega-CD.

We've seen both versions and can report that both games are looking exceptionally good. The Game Gear version has been cut down slightly, but all the wonder of the ocean bed has been successfully captured.

The Mega-CD is basically the same as the Megadrive version, but contains five more levels. However, what really makes this game so special is the amazing soundtrack that suits the game perfectly. Look out for more news soon in MEAN MACHINES. Hurrah!



- NEW GAME
- BY SEGA
- MEGA-CD/ GAME GEAR

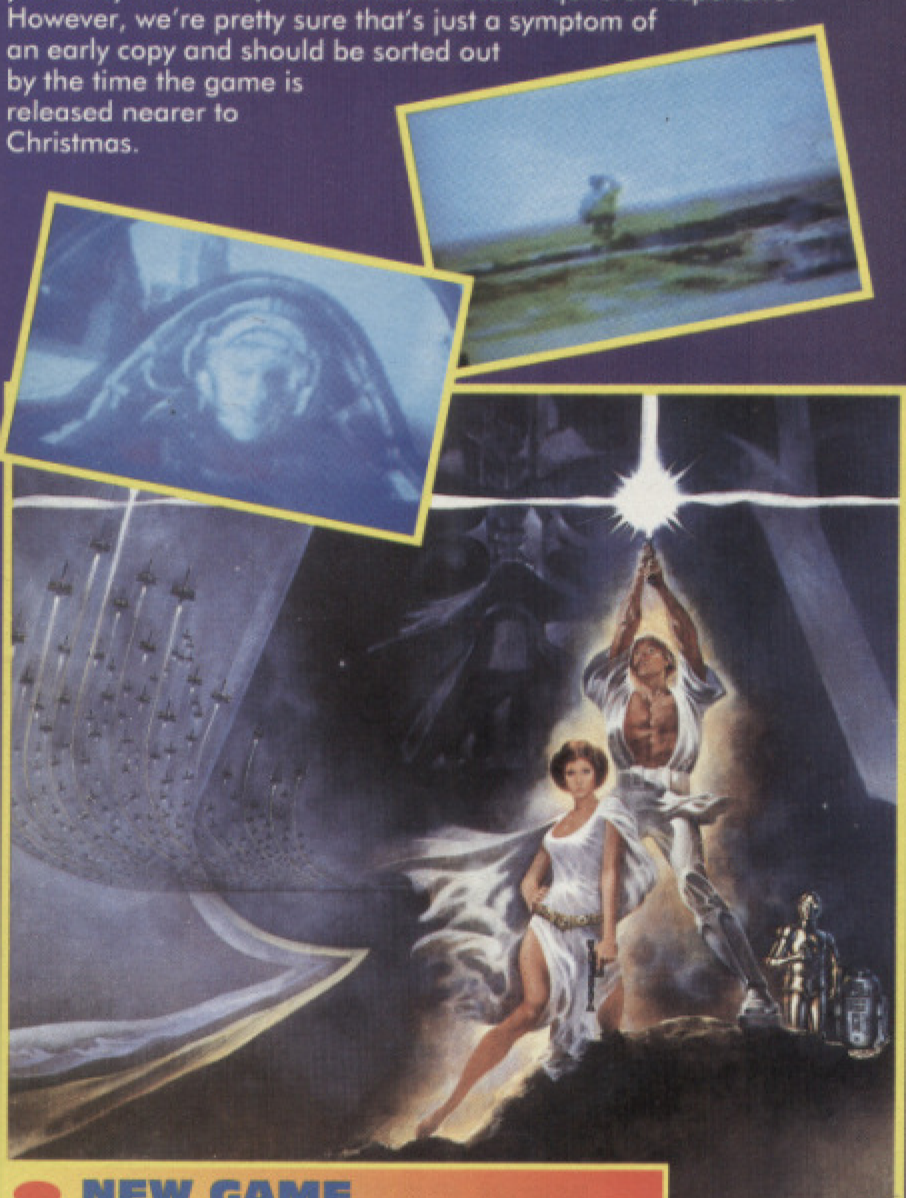
DOMARK
BART VS THE WORLD
FLYING EDGE
ADDAMS FAMILY
FLYING EDGE
ROBOCOP III
FLYING EDGE
SPIDER-MAN/X-MEN:
ARCADE'S REVENGE
FLYING EDGE
T2: JUDGEMENT DAY
FLYING EDGE
BARTMAN MEETS RADIOACTIVE MAN
FLYING EDGE
WHEEL OF FORTUNE
GAMETEK
HUMANS
GAMETEK
JEOPARDY
GAMETEK
TESSERAE
GAMETEK
DEEP DUCK TROUBLE STARRING DONALD DUCK
SEGA
ECCO THE DOLPHIN
SEGA
JURASSIC PARK
SEGA
X-MEN
SEGA

LUCASARTS UNVEIL REBEL ASSAULT

The CES Show was the place where LucasArts unveiled their first Mega-CD product since The Secret of Monkey Island. Called Rebel Assault, it is based on the phenomenally successful Star Wars trilogy and casts you as a young rebel pilot eager to prove his piloting skills.

The game charts your progress through the rebel ranks as you undertake missions of increasing difficulty, starting with simple navigation exercises in your landspeeder on Tattooine, through dogfights in an asteroid field until you reach the final challenge — the assault on the Death Star — as seen in the first Star Wars movie!

The pre-production version of Rebel Assault on display at the CES Show was a graphical masterpiece with full-motion video that'll blow you away. However, the controls did seem quite unresponsive. However, we're pretty sure that's just a symptom of an early copy and should be sorted out by the time the game is released nearer to Christmas.



- NEW GAME
- BY LUCASARTS
- MEGA-CD

SHINOBI III: AWESOME!

As avid MEAN MACHINES readers will recall, we revealed Shinobi III: Return of the Ninja Master in the January edition of this fine magazine. However, a few months ago, we reported that Sega were unhappy with the project and sent it back into development.

The CES Show saw the official unveiling of the spruced-up product. Suffice to say it's looking awesome. All of the topper action that made Revenge of Shinobi such a classic has made it into the new game along with a whole host of new features that will astound and amaze Shinobi fans.

For example, one new level shows Joe Mushashi (Shinobi himself) on the back of a fine horse, disposing of Zeed minions as only he knows how. Another stage puts Shinobi on a surf board, riding the waves in pursuit of a terrifying Zeed boss!

Shinobi III has been delayed for a long time, but the wait has been worth it! Look out for more details around September, when the game is officially released.

- NEW GAME
- BY SEGA
- MEGADRIVE

MORE AMERICAN FOOTBALL

Perhaps the most impressive product on the Acclaim stand (as well as Mortal Kombat) was their forthcoming American Football game, Quarterback Club. Programmed by Park Place, the people behind John Madden Football and EA Hockey, it's looking exceptionally good.

The programmers have taken a more close-up view of the action than their previous efforts, resulting in a game that looks a lot more realistic. What these admittedly impressive shots don't reveal is the stunning animation of both the large sprites and the pitch.

We'll have more on this game in the next few months leading up to its Autumn release date.

▼ *Psst. You duck down behind him and I'll push him over. Tee hee!*

▲ *You put your left foot in, your left foot out...*

- NEW GAME
- BY ACCLIAM
- MEGADRIVE

NEW GAMES '93

NBA ACTION STARRING DAVID ROBINSON
SEGA
NFL FOOTBALL STARRING JOE MONTANA
SEGA
REN HOEK & STIMPY
SEGA
SONIC CHAOS
SEGA
SONIC THE HEDGEHOG III
SEGA
STREETS OF RAGE II
SEGA
SURF NINJAS
SEGA
TOM & JERRY: THE MOVIE
SEGA
WORLD SERIES BASEBALL
SEGA
BRAM STOCKER'S DRACULA
SONY IMAGESOFT
HOOK
SONY IMAGESOFT
GEAR WORKS
SONY IMAGESOFT
CLIFFHANGER
SONY IMAGESOFT
LAST ACTION HERO
SONY IMAGESOFT
SYLVESTER AND TWEEDY
TECMAGIK



▼ "Hey kid. Take a swatch at the workmanship on this sword. Lovely, eh? No you can't have a go!"

▲ "Oh no! Mum's ironing board's going to be ruined after this!"

BACK AGAIN

Sony have the rights to the ample figure of Schwarzenegger in his latest blockbuster 'The Last Action Hero'. The film has opened in the States to a massive box-office fight with Spielberg's Jurassic Park. The battle for game sales will be just as hot, when it gets a Megadrive release later this year.

The film has a vague 'gung-ho and lots of action' plot-line, which makes it ripe for the sideways scrolling setting that Sony has designed for it. Shooting action a la Terminator is the meat of the affair. Expect a huge Arnie sprite wielding preposterous weaponry against terrorists and their mechanised back-up.

The question is, is the game any good? Well the CES demo was very rough indeed. Check out these exclusive shots taken by the MEAN MACHINES CES spy camera.



▲ "Excuse me mate. I think you've dropped this blunt object."



▲ "Remember when I said I wouldn't deliver you a devastating kick to the schlong? I lied!"

- NEW GAME
- BY SONY IMAGESOFT
- MEGADRIVE

JURASSIC PARK: CD

DINO-MITE!

At a top-notch presentation at the CES Show, Sega of America officially unveiled one of their greatest Mega-CD titles ever: Jurassic Park — the first Mega-CD title created at Sega's new $10 million multimedia studios in California.

The scenario of the game is based on the movie, although Sega appear to have taken some artistic licence with the plot of the flick. In this conversion, your aim is to scour the eponymous Jurassic Park in search of several dinosaur eggs. Return them to the Jurassic Park Visitor Centre to complete the game. Hurrah and huzzah.

However, that doesn't prepare you for the utter skillfulness that is the game. As you can see from our exclusive shots, the action is viewed from a first person perspective with incredibly smooth scrolling and some smart full-motion video to portray your movement through the park.

In order to make the game seem even more real, Sega employed their new Q-Sound surround sound technique to really put the player at the centre of the Jurassic world. They sent their sound technician into the swamps to digitally sample real reptiles (alligators and the like) and employed a little sample-related magic to make them all sound like real dinosaurs! The background sounds are also stunningly realistic.

Giving the game some educational value is the appearance of Dr Robert T Bakker, a noted paleontologist, who comments on the player's current position and provides intriguing insights into dinosaurs... if you're not sniggering at his hat, unkept hair and strange beard.

Take a look at the screenshots and decide for yourself. Does Mega-CD Jurassic Park look 'kin ace or what? We'll give you the definitive lowdown in a future issue of MEAN MACHINES.

- NEW GAME
- BY SEGA
- MEGA-CD

▲ Two dinosaur skeletons enjoying a song and a smile, honest!

▼ "Excuse me chief. Got a light?"

ANDRE AGASSI TENNIS
TECMAGIK
PAPERBOY II
TENGEN
TENGEN WORLD CUP SOCCER
TENGEN
PGA TOUR GOLF
TENGEN
OFF THE WALL
TENGEN
DRAGON'S FURY II
TENGEN
STRIDER RETURNS
US GOLD
ROBOCOD
US GOLD
THE INCREDIBLE HULK
US GOLD
WINTER OLYMPIC GAMES
US GOLD
ROBOCOP VS THE TERMINATOR
VIRGIN GAMES
THE JUNGLE BOOK
VIRGIN GAMES
WOLFCHILD
VIRGIN GAMES
CAESARS PALACE
VIRGIN GAMES
DOUBLE DRAGON
VIRGIN GAMES



Stuart 'Skidders' Skidmore's excellent Guile envelope!

Acid rain is taking its toll on Scandinavian forests. The rain forests of Southern America only have 92 years left at current deforestation levels. And in the former USSR, nuclear power stations are being run by untrained scientists using what amount to the blueprint instruction manuals. And still YOB is here ready to reply to your letters. If you've got something to say, why not write in? The address is: MILK BUTTER EGGS CHEESE USE YOUR MILKMAN AND SAVE YOUR KNEES MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

A GREAT FORM OF RELEASE

Dear YOB
According to your January edition, Super Kick Off was due for release this February. We are now into early May and I am still waiting for it to arrive. I am now eagerly awaiting release of Jungle Strike. Does a June release date actually mean September? Why are these games so often apparently delayed? Is it due to genuine software development problems, or is in fact because yourselves quote unofficial lead times to whet the appetites of enthused, yet continually disappointed readers like myself?
Mr Christopher Plant, Stroud, Glos
YOB:Did you know that an anagram of your name is, Halt! Pro Sphincter? Well, you do now. Anyway, regarding release dates. We print what we're told by software houses. If their product slips, that's no fault of ours. So fiddle-dee-dee and hey nonny no, lift your kilt and off you go.

What's going on here, eh? I don't know. A toilet Jobby presentation.

SAD COMEDY TIME WARP

Dear Professor FJ YOB (Emeritus Prof. History, All Souls College, Oxford)
I would like to say — see a pair of pants with cack in it? That's you, that is. See that Gary Harrod? He beats you up every day, he's your best mate. No, he is. He's like your special friend — you are him!
D. Baddiel, Oxford
YOB:Oh very up to date. Finger right on the old contemporary humour pulse eh? I mean, Mary Whitehouse humour. Whatever next? Wayne's World? The phrase, 'get a life you old, crusty, senile, sad broken shopping trolley of a man' springs to mind.



Leigh Randle's cover was pulled at the last minute for over optimism.

SAD CASH CON

Dear YOB
In my 13 years of living I've never ever seen a game as crap as 'The Ninja' on the Master System. Everything is rubbish on it. Let's now get down to the nitty gritty. Pen Pal Club! Any Sega owners interested should send £5, the first five get mags. Make it payable to Paul's Paul Club: 4 hdnas kaan jaopl alldio ahoop
Paul Dumbavay, Preston
YOB:Oh how horribly sad. A technical cock-up means that your address hasn't come out properly, and your shamblingly crap, Robert Maxwellesque money-making attempt has been sunk faster than the fat boy himself. Did you know that your name is an anagram of 'I'm a fatuous baboon's behind who smells of fish roe'. The only nitty gritty around here is the stuff in the seat of your green nylon y-fronts.

POETRY CORNER

Dear YOB
How full are your special cacking trousers lately? Any road up, here's another poem about dear old Mrs Shelley — the cakka gibbon queen:

SAD SAD SHELLEY
Oh Mrs Shelley, you're so smelly,
You're moaning all day long.
You're thick, you're sad, think
games are bad.
So listen to this song!

Games aren't violent, so be silent,
Listen now I'm back.
For once YOB's right, he's been
quite bright.
Your whining sounds like cack.

O, Mrs Shelley, who's so
smelly
Shut up and make it quick.
Obey my word: be seen not
heard,
Before I'm very sick.

There, I feel much better now.
Tom Stevens, Bagshot, Surrey
YOB:Most of the poetry I get is suitable only to line the pants of an incompetent sumo wrestler. But occasionally, very occasionally I get a gem. And here it is. A marvellous ode to the odious Shelly. Tom Stevens, I hereby make you an honorary Cheese Baron and thus grant you all the privileges and benefits of the Society of Cheese Fanciers.

CD GRIPES

Dear YOB
I have a few complaints about Sega's new piece of hardware — the Mega-CD. First of all you told us a Mega-CD game could hold 27 Oxford dictionaries and have plenty of room to spare. You also said the graphics would be miles better than the Amiga, Megadrive and even the Super NES, so why don't Sega prove it instead of making games like Sherlock Holmes, which is just like Kung-Fu Master, but has real film imagery. Also if the Mega-CD has over 500 megabytes, then why are we playing games that last just over 25 minutes (Road Avenger being one). I hope you agree with my letter, as I'm sure plenty of other readers will take my points seriously.
Jason Brierly, Dewsbury, W Yorks
YOB:And yea! Jason's sphinc-



Oh look. It's Russel Harris' 'Sonic on Red Motorbike' picture.

ter opened and there was loud trumpeting and rumbling! And the citizens of Dewsbury shook their heads. For it was clear that Jason didn't understand about the way the Mega CD works. And then the skies opened and on a shining sunbeam YOB descended and said unto Jason, 'I can't be bothered to explain to you because you're obviously far too thick to understand even if I did, so perform a reverse bowel movement with a frozen black pudding and get thee gone'.



Tony Freestone! Consult the nearest psychiatrist, now!!

SAD REQUEST CORNER

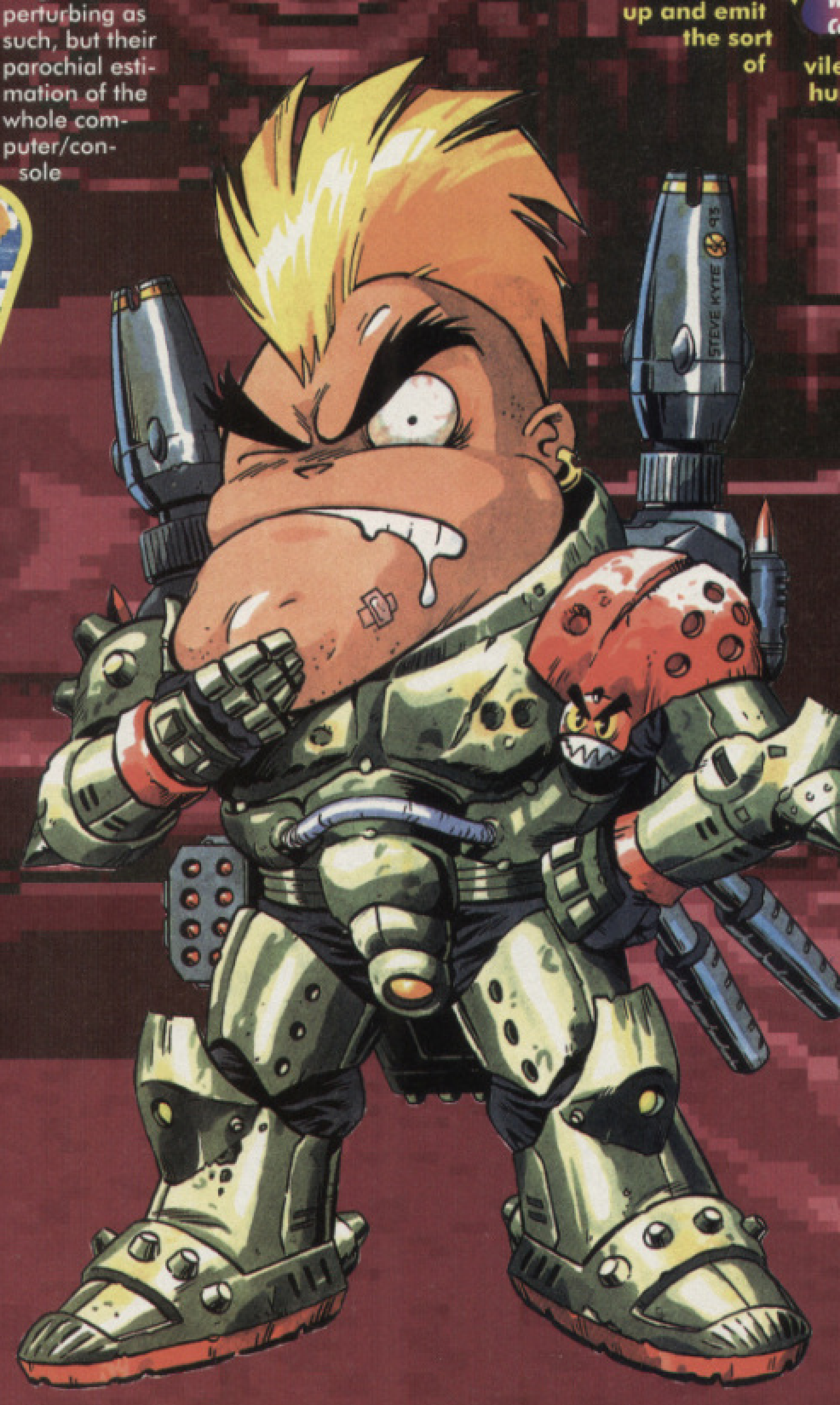
Dear YOB
Please, please, please, please can you send me a big picture of Toejam and Earl?
David Pasckowski, Burnham
YOB:Please, please, please, please can you send me a big picture of you flushing your head down the toilet?

A TAD DISGRUNTLED

Dear YOB
I thought I'd put pen to paper as I'm a tad disgruntled by the fact that I'm doubtlessly the sole realistic individual in my sixth form who comprehends the words 'computer' and 'console'. At this juncture I must mention that I'm a 16 year old girl. 'So what?' I hear your resound. Yet whenever I purchase MEAN MACHINES, discuss games or the latest console news with my 'fellow students' I either get—
1. Ridiculed for being a console addict.
2. Threatened with inarticulate behaviour, or
3. Asked by people to go back to 'The Planet of No Return'.
When I'm completely perplexed by their primitive and frivolous utterances I am notorious for my Doc Marten beatings, better recognised by the public as corporal punishment. I do not talk about games and computers incessantly, but I find them considerably more entertaining than the likes of 'Take That' or 'E17' (no offence Rich (None taken, I think their 'music' is quite sad to be honest — Rich)). I suppose being tormented by my 'colleagues' is not perturbing as such, but their parochial estimation of the whole computer/console malarkey is. Why do the majority female population find the idea of computers so incongruous and estranged from their vocabulary (although their own vocabulary does consist of mediocre expressions such as mentioned above).
Also, I'd like to enquire why you unremittingly berate Rad. He's an attractive, dandy youth; because he wears Doc Martens and supports a distinguished haircut. What is the world coming to? Rad's an excellent mortal and should keep it up (the good work).
Aleka Pheonix, Birmingham
YOB:Ah yes, but you don't have to work next to him on a warm sunny day when his week old socks start to heat up and emit the sort of vile, noxious fumes that set off hundreds of smoke alarm across London.



We're not sure about your claims, Cornelius, but the pic is excellent!



MASTER SYSTEM SYMPATHISER

Dear YOB
I wanna ask you one simple question. That is, why do you always make fun of Master Systems? Okay, they are not top of the computer evolution table, but it was the best machine of its time, like the Megadrive or Mega-CD today. For example, in the May issue the Mega-CD review of Ninja Warriors gave 43% for graphics. I quote, "Uuggh! Ninja Warriors features graphics that would be more suited to a Master System game". Is that being unfair or what? Anyway, if the Megadrive is better how come loads of Master System games achieve higher ratings. I name California Games and Olympic Gold as examples. You get the bloody point.
Please don't get me wrong, MEAN MACHINES is an excellent mag. I buy it every month but I'd like to see more consideration towards MS's. After all, you wouldn't have a Megadrive without Master Systems.
PS Do you know when the MS is being phased out? I'm desperate to know.
Lee Stallem, Newport Gwent
YOB:Manky Systems have had their day. They might have been good a couple of years ago, but admit it, most of the games look

cack these days. Get a grip and get a Megadrive. By the way, I once had a friend called Ellis who was a pretty fast runner. Nothing to do with your letter, but I thought you'd might like to know.

SHELLEY II: THE VENGEANCE

Dear Sir
Some months ago I sent a personal letter, describing my sincere beliefs of how computer games are being used as tools of malice — promoting the ways of disorder and violence. I have seen how you have taken it upon yourself to be malicious



Peter Parr p-picked a peck of pickled hallucinogen....

towards me in return, and have encouraged your impressionable young readers to be equally nasty. I'm sure if many parents were aware of the bad influence your magazine exerts over their children, they would forbid them to have it, and close down your operation very quickly. I can only say now that my earlier fears have been well founded, with the government waking up to the potential danger of such 'video nasties' as Night Trap. I hope they give it an X-certificate. Incidentally, I plan to broaden campaign to clean up filthy organs like your own, as well as clamping down on those evil games.
Margaret Shelley, Arundel
YOB:You're not cleaning my organ Missus! It's not that filthy — I had a bath yesterday.

THE IMMORTAL QUESTION

Dear YOB
What came first; the Chicken or the Egg?
God, Heaven
YOB:Don't you mean who?

AN INTELLIGENT LETTER

Dear YOB
You asked for some intelligent letters, so here is one. This concerns SF2 on the Megadrive. I have made a few observations on the report of its arrival from various Sega mags, including MEAN MACHINES. They are as follows.
I have noticed from numerous screenshots of the same backgrounds that the lines and patterns on the ground have been at different angles on different screenshots, meaning that the floor actually moves on the Megadrive version. This effect is also used in Deadly Moves on the machine, so it proves it can be done.
Also you mentioned in your report that the game was complete, but the screenshots did not indicate that it was completely finished, as the status panel looked like it had been stuck onto the top of the screenshot, with a black background. You can tell from the screenshots that the screen scrolls upwards, so why not have them on top of the background?
Another thing that indicates that the game isn't finished is that in the mags I have seen there have been no screenshots of Blanka or his stage. There was one in your mag but he was getting toasted at the time and the name on the status panel said "Blanka". Plus a screenshot in one mag showed the status bar with "M. Bison" on it, while another just said "Bison". Why is this? And why is the sky on the Guile stage sunset red instead of sky blue? Who knows?
Mr Blobby, Blobbyland
YOB:Well if you like the look of that, wait until you see Nobby Goes to the Circus, coming soon on the Nobbysoft label.

SEGA SICKENERS

Dear YOB
I was reading a certain newspaper the other day, trying to find a piece of news worth reading, when the headline 'Sega Sickener' caught my eye. The article was about the Mega-CD game Night Trap and how MPs are objecting to it. It said that the actresses wear 'revealing underwear'. Surely the MPs can't be objecting to that as the quality of the picture is not that good. Dame Jill Knight said 'such games encourage people to maim, mutilate and murder'. The whole point of the game is to save the characters from being murdered. There can't be a problem with young impressionable kids getting hold of it when it costs £50. The kind of person with that money could watch a film or TV programme with much more violence. And did any of them play the game? I don't think so. When will these people stop ruining other people's fun and try and get something more important sorted out — like the homeless etc.
Tim Mayes, Raunds, Northants
YOB:Yeah, it's just the cacky old Tory press blowing wind again. The worse thing about the whole article was that none of the people quoted had actually played the game. Disgusting.

AUSSIE BACKLASH

Dear YOBbie
In your January edition you once again laid into an Australian letter with tremendous comebacks like "You're far far far too stupid.." — O, master of wit and sarcasm. Before you start spouting forth "what would you know" I'd like to point out that I am 18 years old and moved from England two years ago to Australia.
I moved from a country that is seeping down the gurgler, becoming the pollutant waste centre of the world; to a country which, by combining Asian technology and knowledge, American flamboyancy, British perseverance and Australian guts and determination, is becoming a proud country.
It may sound like a Thomas Cook advert, but while I'm living in a country that has summers of 30-40 degrees and winters with lows of 14 (chilling!), and a government able to learn from other countries' mistakes; you, my friend, are living in a land where you're lucky to see the fiery orb of the sun through all the waste and smog in the air. England — excellent people, nice place to shop, but wouldn't live there without a hefty Life Insurance policy.
You should feel lucky that people over here buy your Mean mag. You see it's now March 21st, and the January edition has only just hit the shelves. Because you send them by ship, we miss out on all the freebies and comps. There are now Australian mags breaking onto the scene with comps and freebies aplenty. So set up your publication here, or send your mags by air (hang the expense). Your fate is in your own hands. Incidentally, did you know that 'Mean YOB' is an anagram of 'Me a Nob','Amen boy' 'Amy Bone' 'Be moany'. Let's see you say something constructive.
James McCluskey, Perth, West Australia
YOB:Yeah, I've seen Sylvanian Waters. Stay there — and I'll see you down the skin cancer clinic before you're 30.

WHOAH! WHEY HEY! BLIMEY! FLIPPIN' HECK! It's spot. (S Scott)



Listen, Ms Shelley, what Ricky Divardo thinks is up to him. OK!


GOLF
This is to Certify that
Gordon Partridge
has a handicap of
45
playing Jack Nicklaus
Power Challenge
on his megadrive in his
front room.
JACK NICKLAUS' POWER CHALLENGE GOLF
ACCOLADE
100% GORDON PARTRIDGE
THE GAME WITH MORE CONTOURS
THAN A RAP SONG IN BRAILLE
TWO JACK NICKLAUS DESIGNED COURSES
WOT?*! NO DESSERT?
SEGA
MEGA DRIVE
ACCOLADE™
"SEGA" and "MEGA DRIVE" are trademarks of SEGA Enterprises Ltd.
Jack Nicklaus Power Challenge Golf is a trademark of Golden Bear International.
Accolade, Inc.



The ultimate challenge has arrived for the Sega Mega Drive

"Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive!
Dodge orange juice stains, jump over playing cards into snooker pockets - simply brilliant" N-FORCE

"A fantastically playable racing game"
Sega Force magazine

THE ORIGIN
MicroMa
SCALE MINIAT

"Arguably the best race game ever written"

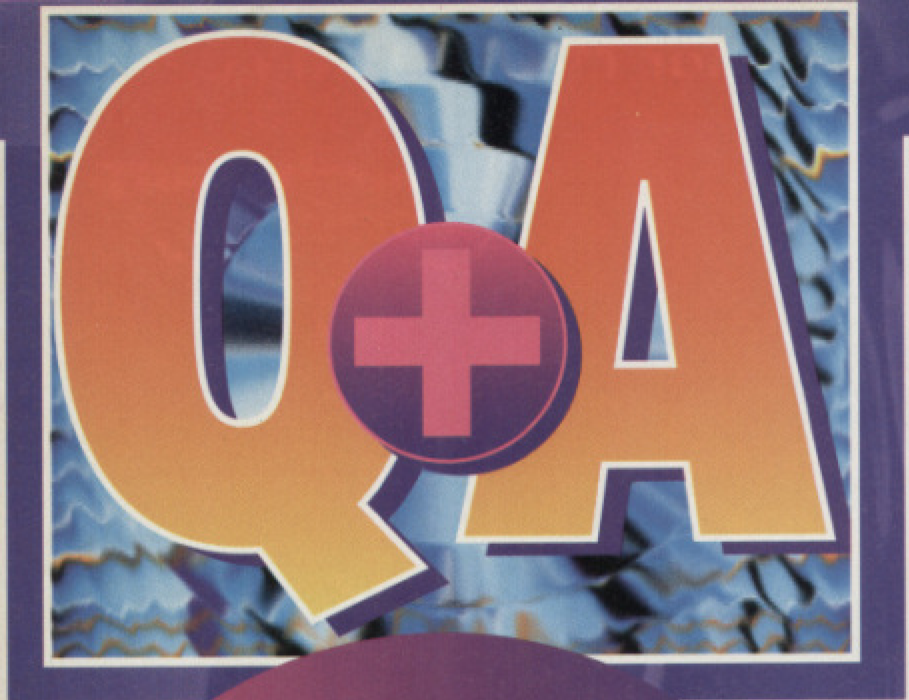
Neil West, Mega magazine **92%**

16-BIT CARTRIDGE

"So fast and furious, really challenging, it's just perfect"
Tom Glennister, Megatech magazine **92%**



coming soon for MASTER



O! Frabjous joy. 'Tis questions and answers time, with Jaz donning his sparkling special answering trousers to come up with all the solutions to your wild 'n' wacky conundrums. If you've got some questions burning a hole in your cortex, why not write in? The address is LAVATORY SEATS COME IN DIFFERENT COLOURS AND SHAPES UNLIKE ME, Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

GONK

Dear Jazza
I'm begging you, please answer these questions in the name of God.
1. Is Landstalker any good?
2. Is Shinobi 2 for the Game Gear better than Shinobi I?
3. When will Streetfighter II for the Megadrive be released?
4. Who the hell is behind YOB? Even if he doesn't exist somebody must be answering the letters.
5. How old are you?
6. Who do you hate the most?
7. What kind of shoes do you like most
Frank Arnold, Rotterdam, Holland.
JAZ:1. It's okay. 2. Yes. 3. This Summer. 4. Nobody is behind YOB, unless he's waiting for a bus. 5. 0.82 years in Federation Standard Time. 6. Always the last person to cut me up. 7. Kelly's walking boots

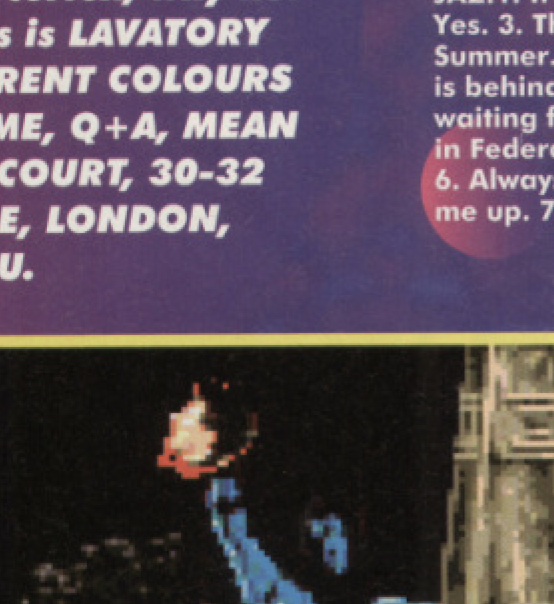
Guile is a victim of a horrific leg-shortening accident.



Join us in our campaign to ban this evil game. NOW!

MR URDD

Dear Jaz
I own an NES with 24 games and my life is about to be blessed with a Megadrive. Please can you answer my questions.
1. Can you play normal audio CDs on the Mega-CD?
2. When is Mortal Kombat coming out on the Megadrive?
3. Will you write a book from A to Z full of codes and tips?
4. Is Nintendo planning to to sue Sega for making a six button joypad?
5. Can you get back issues of MEAN MACHINES SEGA?
Michael Potter, Armdale, Australia.
JAZ: 1. Yes indeedy. 2. Absolutely. And it's looking very good indeed. 3. Quite probably. 4. Doh! Of course not. 5. I can. But you can't.



TRONS

Dear Jaz
I am new to MEAN MACHINES SEGA and I think you are excellent! you are the best part of the mag and I wouldn't carry on buying it if you weren't in it. Could you please answer my questions?
1. When will Desert Strike, Team Williams Grand Prix and Robocod come out on Game Gear?
2. Which are the best Game Gear games in the following categories; beat 'em ups, platforms, shoot 'em ups, sports sims?
3. I own a Logic 3 carry case for my Game Gear, but I have only got two cart holders left. Should I buy another carry case or a store rack?
4. What are PSUs and Sega PSUs?
5. When will the Game Gear/Lynx converter come out and how much will it cost?
6. Any chance of Zool on the Game Gear/Master System?
7. Is it against the law to take a British Game Gear to Canada because on the box it says: 'Only to be used in country of purchase'?
8. What is the worst Game Gear game you've ever played?
9. How much would Canadian/USA games cost over here?
Paul Kalra, Wolverhampton
JAZ:1. Possibly, probably not and possibly. 2. Streets of Rage, Donald Duck G-Loc and Super Kick Off. All are available now. 3. It's up to you. Personally I'd use a shelf. 4. Power Supplies. 5. It's not. 6. No. 7. Of course it isn't. Doh!

WY WEDI FRIO

Dear Jazza
Can you please help me out on this lot:
1. Will Football Champ come out on the Megadrive or CD like it is on the Super Nintendo or will it be called Hatrick Hero instead?
2. Could you tell me the best one-on-one beat 'em up on Megadrive?
Elliot Spink, Cambridge.
JAZ: 1. Hopefully not. It's crap. 2. Streetfighter II of course. 3.

MOCHIN DU

Dear Jazza
I have recently heard about the Mega Drive and Mega-CD 2 and I have some questions for you.
1. My Megadrive is getting a bit worn and is ready for renewal. Would the Megadrive 2 fit on my

Mega-CD?
2. Will Night Trap still come out after the controversy over the women in it?
3. Why don't you drop Lookback?
4. When are you going to put videos on your mag again? I don't mind paying extra.
5. Couldn't you arrange some demo carts with about 16 game demos — my friend says they have them in America?
William Barle
JAZ: 1. Yes it will. 2. Yes. 3. Because I haven't picked it up yet. 4. Not for ages yet. 5. You friend is talking right out of his backside.

TELIFANT

Dear Jazza
I'm thinking of doing a computer fanzine but I need some advice from the Messiah of Mean Machines — your good self. Could you get those problem-pants pulsating please?
1. How do you get your news months in advance?
2. Would it be possible to borrow games from local shops to review? And how do you persuade them to lend them you?
3. How do you get your photos and screenshots which you're unable to photograph yourself?
4. Am I allowed to nick screenshots from other 'zines and use them in mine?
5. Will there be a sequel to Ecco?
Nirvana fan, Grimsby, South Humberside
JAZ: 1. Through our secret contacts. 2. We say, 'we are MEAN MACHINES SEGA, please can we borrow one of your fine games for review' and they send it to us. 3. Unless you can afford to hire an expensive photographer or have permission to use other people's pictures, you have to take them yourself. 4. Not without permission, matey. 5. Quite probably.

BILIDOWCAR

Dear Jaz
Could you please wade your way through these questions. There's a lot but you can handle it.
1. Is the Mega-CD 2 definitely coming out, will it be £100 cheaper than the first Mega-CD and if so, why?
2. Is the Mega-CD as brill as it is said to be?
3. Will you be able to use you old Megadrive with the new Mega-CD or will you have to buy a Megadrive 2?
4. What's the best platform shoot 'em up on the Megadrive?
5. Which is best, Super Monaco GP II or Super Monaco GP I?
6. Will there be many games for the Sega Tap? What kind and how many?
7. Will there be a 32-Bit coming out from Sega in the foreseeable future?
John Heaney, Navan, Co. Meath
JAZ: 1. Yes it is. It's cheaper because Sega have cut down on some of the more expensive items inside the machine like the motorised CD tray and also streamlined the chips. 2. Yeah. 3. Everything is compatible. 4. Rocket Knight is pretty fabola. 5. II. 6. Yes, but only two games I know of use it - J-League Soccer and Gauntlet II. 7. Oh yes. And it's ab-sol-oooot-ely fa-a-a-a-antastic.

HEDDIW

Dear Jaz
Please can you answer these questions for me.
1. Will X-Men be coming out on the Master System?
2. Why are all new Master System games except for Krusty's Fun House so rubbish?
3. Why can't Sega or another console company take their minds off the Megadrive and make some games for the Master System for once?
Timothy Crouch, St Lowestoft, Suffolk.
JAZ: 1. No. 2. Crap programmers. 3. Because they're looking to the future - and the Megadrive is the future.



▲ *This is a Heinz 57... The most powerful bean can in the world. Do you feel lucky?*

POBOL Y CWM

Dear Jazza
Please could you answer these questions about my Megadrive.
1. My friend said Sega is joining up with Nintendo to make a 32-Bit machines, is this true?
2. Will the Megadrive 2 take Megadrive carts?
3. What is the best Megadrive cart?
4. What's the difference between the Megadrive 2 and the first one?
5. What will you get with the Megadrive 2?
Robert Mitchell, Dekham, Gateshead.
JAZ: 1. No. 2. Yes. 3. John Madden's '92. 4. The design. 5. No packages have been announced as yet.

Y BYD AR BED-WAR

Dear Jaz
I own a Megadrive and would like these questions answered.
1. Will Final Fight 1 or 2 come out on the Megadrive?
2. When Virtua Sega comes out will it give the Megadrive Mode 7?
3. How much will it cost?
4. Shall I get a SNES or a Mega-CD?
5. Will Capcom's arcade machine game Cadillacs and Dinosaurs come out?
6. Will Jaguar XJ220 come out on the Megadrive?
7. Which is better Mortal Kombat on Megadrive or SNES?
W. MC, Bromley.
JAZ:1. Final Fight is available on Mega-CD, but won't appear on cartridge. 2. The Megadrive hasn't got Mode 7. 3. Dunno. 4. It's up to you, mate. 5. Doesn't look like it at the moment, but if things change we'll let you know. 6. No. 7. Neither are finished yet, so I can't answer that question.

DECHRAU CANU

Dear Jazza
I have some questions to tax even your immense knowledge of games.
1. I have read that Streets of Rage III will be a 24-Meg cartridge, is that possible on a 16-Bit machine?
2. Will there be any more Menacer games for the Megadrive?
3. Will the Megadrive 2 be better than the original Megadrive or exactly the same?
Jon McLaren, Nailsea, Bristol.
JAZ: 1. You're getting mixed up. 24-meg refers to the memory size of the cartridge -16-bit refers to the processor. They have nothing to do with one another. 2. Yes - we'll be covering them in next month's CES show report. 3. Exactly the same (he said for the millionth time this month).



Oh great, great and great again! Tips R Us! Well Tips R Paul, because they're mine now. Mike, the tips geography teacher, is back-packing in Scunthorpe. The tips public-schoolboy's voice broke and he's joined a group called 'Skeptic Pheasant'. So, since the tips old man is holidaying in Bridlington — for as long as his cash mattress holds out — it's down to me! I promise I'll check every tip on one condition: as well as sending me the best game-crackers in the biz, I want *alternative* tips. For example, which game is guaranteed to wake your neighbours at 3am! Get the idea? Get them in to: CAKKA GIBBON PRESENTS TIPS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.



THE NOSE ON MY FACE

You may not know this but, by saving your player's position during a tournament in PGA Tour Golf II it is possible to reset the machine and then carry on from where you left off! This means that, should your player be doing quite well, any shots that are messed up can be scrapped and re-taken over and over again. Well I never did! Giles Rigby, do you really want your name associated with this? Too late now.

DRAGON'S FURY

People enjoy sending in their high scores for Dragon's Fury, but we're not impressed! The fact is, the password system allows anyone to rack up millions of points by saving the table as the score rises. Don't think we don't know this, right! Upon getting 99,999,999 it only takes one more point to transport the player to the final bonus round. Any road up, here's a password that saves players all this trouble and summons the final bonus round straight away. But *first* don't you think that Peter Williams has the most sensible sounding name in history! I bet he was milk monitor at primary school, beer monitor at college and probably works as a civil servant monitor now that he's grown tired of wearing all that silly college gear and is now relaxing in some sensible suit and shoes to match! Bet yer he does! Bet yer!! Oh yes, the code: ALCLAE8ECK.



FORSOOTH!

Christopher Martin's ambition in life is to become an archaeologist. He's going about it the right way too with this astounding discovery. On 'Sonnic Thee Hedgehogge' for the Megadrive, when the title screen appears, press UP, DOWN, LEFT and RIGHT on the D-pad. Now press A, B, C and START. This makes a level select appear. Has anyone seen that film 'Back to the Future' yet? It's about this.....

MEGALOMANIA

That Adam Gower, eh! What a true megalomaniac he is! Not only has he achieved 'Megalomania' with but one god, but he's achieved it with all four — Scarlet, Oberon, Madcap and Caesar. The mind boggles, doesn't it!

Scarlet (red god):
2nd Epoch: ZTYCAAVMHTR
3rd Epoch: AJBBOJKUKNP
4th Epoch: KSSCECXGOTV
5th Epoch: IXSCICXRJBH
6th Epoch: CIRASDDXDBL
7th Epoch: HUGCKLUBBBJ
8th Epoch: TOEBULTSZGT
9th Epoch: RNTBIEBUYGD
Megalomania: CPFDGLLMWMX

Oberon (yellow god):
2nd Epoch: INPAGGJAEBZ
3rd Epoch: MLNDATXJQTF
4th Epoch: RYICWOBCXTT
5th Epoch: MOOACGVYBUR
6th Epoch: CDOBIDWHODJ
7th Epoch: ORMDYPZRJUT
8th Epoch: WNEDYDSBZHL
9th Epoch: QAKDVLFKOQ
Megalomania: XXEDVBJSBGS

Madcap (blue god):
2nd Epoch: CQFAPSVSGHK
3rd Epoch: HDNBHWGZPBW
4th Epoch: EUJAJVJFEUK
5th Epoch: MWYBVBRAFIC
6th Epoch: CFNDHOFMIOC
7th Epoch: VJNAVDGXIIM
8th Epoch: YMGBHOWUEOB
9th Epoch: ZAQDZPCQIOE
Megalomania: IQFDUDYUMMJ

Caesar (green god)
2nd Epoch: IHGABUPCHHE
3rd Epoch: ZEEAPRMHSNE
4th Epoch: ODFARQPJAIQ
5th Epoch: MKMCPVQUFOK
6th Epoch: KPMCHXWUFOG
7th Epoch: PEPAJISOHCE
8th Epoch: GXFAOPJTZHJ
9th Epoch: HLPCFZTPTBR
Megalomania: XGDOMBVSENX





FRANK LEONE

Frank. You wanted your name in the magazine, even if your tips were useless, which they were.

LOTUS TURBO CHALLENGE

For the sake of being fair, and this isn't going to happen very often, these Lotus passwords are being attributed to two people this month but only because of their cool names: Nicky Muir and Idene Roozbayani. However Nicky gets the better of Idene because he/ she (got to be careful — got to be sure) supplied two extra passwords as well. First the level passwords:



Level Two: SLEEPERS
Level Three: HERBERT
Level Four: BUSINESS
Level Five: APPLE PIE
Level Six: STANDISH
Level Seven: MALLOW
Level Eight: TEACUP

The extra codes, which allow the player to qualify each time or receive unlimited turbos are MANSELL and SLUGPACE respectively.

EUROPEAN CLUB SOCCER

A few choice words from the MEAN MACHINES staff about football: "It's a game of two halves"; (Andy). "I can see the defender warming up beneath me"; (Andy again). "At the end of the day, it's goals that count"; (Rad). "I don't like football"; (Oz). "There's too much of it on TV. It's f..."; (Dave). Well, there you go. And now some passwords which take the English teams into the Finals in European Club Soccer from the best female player of European Club Soccer, Great Yarmouth:

LNKEABDI KQ: Man Utd vs Seville
DDLEAA7I KA: Aston Villa vs Frankfurt
NC4EAA4I AA: Norwich vs Sampdoria
JG9UAA6I HC: Liverpool vs Eindhoven
NVFUAA8I CA: Tottenham vs Hearts
Z98EABEI AA: Chelsea vs AC Milan
7OUUAA9I CA: Arsenal vs Nuremburg
VYNUABCI AA: Everton vs Internazionale
6I9UABBI GA: Leeds vs Juventus
M7REABAI GK: Nott'm F vs Internazionale
EIPUABFI CA: West Ham vs Sampdoria
LI4EABGI CE: Rotherham vs Celtic

One more thing about football, courtesy of Tom: "Yooaaaarrss-eyn-noooaal!" (Arsenal, we think?).

ROAD RASH II: THE ED 'PINKY' LOMAS WAY

It's him again — Ed Lomas. The following tips are his crowning glory and stand as his attempt at cracking the password system for Road Rash II. Here goes then:

His name is Pinky...: Just to warn you all that Ed also goes by the name of Pinky and so reading this may affect minds and cause people to go by similarly nancy-boy titles! After reading his letter I almost called myself buttercup but I like Cakka Gibbon too much so by replacing passwords that begin 00 and replacing them so that they start with EI instead, an extra $309, 760 is gained. Good heavens! For example a code that begins as 00D8 110N provides $1000. Change it to EID8 110N and you have $310, 760.

....And he listens to Pink Floyd a lot: This is where Ed becomes scary! This extra $300, 000 business is taken one step further like so: Take, for example the code 28D8 110N that might give you $1000. The 2 changes to G and the 8 is altered to Q and the extra dosh is then yours. All that happens is that you count u the alphabet from E two places and from I eight places. Hence GQ. Numbers go up to nine where they change to A which represents ten. Help!

But is he embarrassed by this?: Now Pinky goes off the scary scale and off into the realms of abject terror. Choosing levels is as simple as this: Using 00D8 110N as the sample code change the 1 in the fifth position to 2 and the N in the eighth position to O. This advances the player to level two. Getting to level five is just a case of replacing the 1 with a 5 and the N with a, er, S. Get it? So long as the eight position letter is changed to correspond with the fifth position number the cheat works. Lomas! Any more cheats like this and we'll do you, right! They give people headaches for goodness sake!

No!: Finally: Choose 'Mano a Mano' from the options screen. Then choose a starting stage and a weapon then exit. Go back to the bike shop, choose a bike then go back to the options and choose 'Take Turns' then 'Solo'. This starts the game with the player on his/ her chosen bike and level. Phew!`

ECCO

Okay, so most of you should now about this one already — it's on our tips video at least — but here it is in print. It allows Ecco access to any of the levels in the game. The key to the cheat is the word PLEASE. Follow this with two letters from the alpahabet — the place where letters come from, no less — and there you have it. Here's a list of the letters and and their associated levels from John Garry in Ireland:

EE = Ice Zone
FF = Island Zone
GG = Pteranadon Pond
HH = City of Forever
II = Under Caves
KK = Deep City
OO = Last Fight
QQ = Origin Beach
UU = Marble Sea
WW Open Ocean
ZZ = Ridge Water

The Last Fight code, in case you've forgotten, is TSONLMLU.

ECCO

We'll get to Ed Lomas' freaked out, Road Rash II extravaganza later in the section. Until then, though, his equally odd Ecco tip which works on the level before the undercaves. When Ecco reaches the cavern filled with small fish, have him swim to the bottom-left corner and fire his sonar for the map. Upon returning back to the game Ecco is able to swim through the wall and immediately complete the level. Well, Ed. What can we say? It is a bit useless isn't it! Just a bit!!

CYBORG JUSTICE

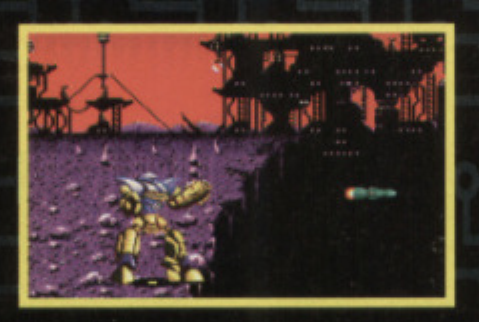
There's no justice in this world! At least believing there's no such game as Cyborg Justice is a forgivable sin for all the praise it receives! Despite its drab appearance this game is rockin' excellent! In fact, in all seriousness, these stonking, stomping Cyborgs trample most other beat 'em ups into the dirt! Button-bashing, hope-for-the-best tacticians need not apply here! Anyhow, here's a miniature guide so that you may get as much from this game as we do. It concentrates on the Arcade mode only, but the tactics employed are every bit as wicked when exercised against human-controlled cyborgs in Duel mode.



▲Here our cyborg is seen booting the opposition into shape before its reconstruction and a second beating!

GREAT DIVIDE

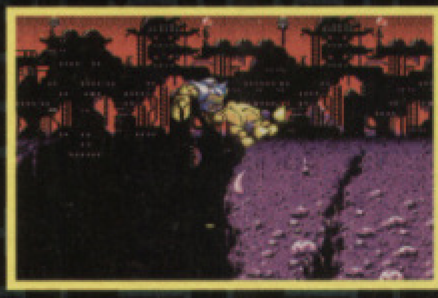
Once the Big Foot legs are in use the only obstacles that require special attention are the gaping holes in level one. These are easily crossed by executing a jump-kick.



▲ Wait for the missile to fly by. Say something like 'Hello Missile'....



▲ Take a leap across the gap....



▲ ...and finish off with a jump-kick, otherwise it's bye bye Mr 'Borg!

PERFECT MACHINE

Experimentation with the assorted torsos, arms and legs eventually suggests that the perfect machine is this:



Laser Hand: Forget all the close-range body-parts available, they only give the enemy opportunity for pulling your bits! Long-range weapons such as the Launch hand and Laser hand are the safest bets. Choose the Laser: Though its usefulness against groups of enemies isn't always guaranteed, the quick destruction of all the boss characters is — it isn't down to coincidence that all bosses carry this weapon!

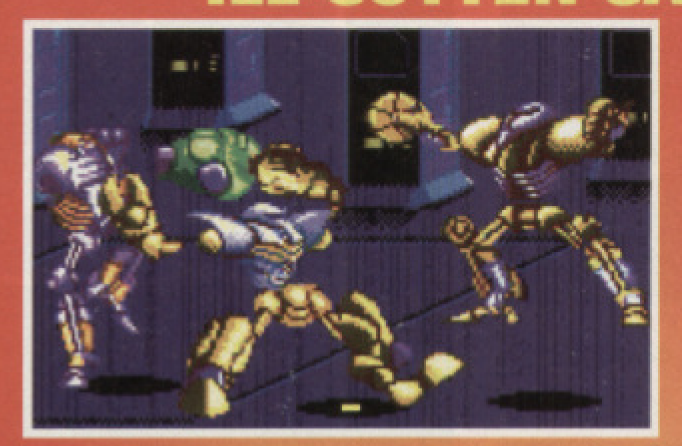


Lobster Body: Apart from looking unbearably cool in this piece of kit, your cyborg has the advantage of armour-spiked shoulders. These make for more effective shoulder rams and the light-weight nature of the Lobster body still allows your cyborg speedy movement. The 'Big Booster' body is the only one that offers any noticeable amount of extra protection, but its size slows the cyborg down.





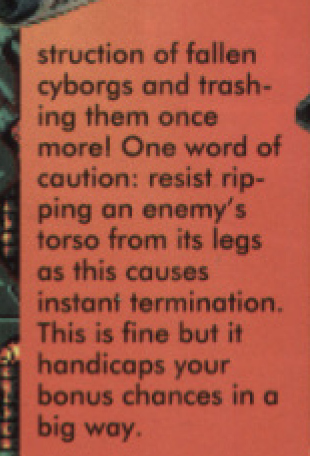
ILL-GOTTEN GAINS



▲ *After tearing an enemy's torso from its housing, use it to carelessly chuck around at its mates!*



At the end of each round, points are awarded for both brutality and fair play. What this amounts to is how ruthless and/or forgiving your tactics are in battle. Brutality points are most easily gained by ripping your opponents apart in addition to the usual, straight-forward battering techniques. By first stunning the enemy your cyborg is free to take advantage in whichever way it sees fit. Further brutality points are obtained by lobbing the stolen body parts back at their owners.In the mean time your fair play bonus is amassed by the kindly reconstruction of fallen cyborgs and trashing them once more! One word of caution: resist ripping an enemy's torso from its legs as this causes instant termination. This is fine but it handicaps your bonus chances in a big way.



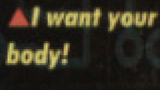


▲ *The perfect machine, modelled by our very own Gary Harrod. There's a tiny designer label on the laser — the only reason Gary agreed to model!*



Big Foot Legs: Like the Big Booster, these legs aren't nearly as agile as the others. The reason for choosing them, however, is mainly for tactical reasons. These legs are immune to death traps which means that your cyborg lures others onto them without fear of taking any damage to itself.

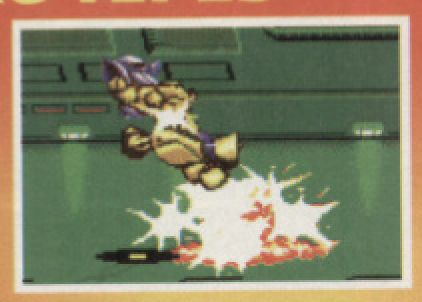




▲ *I want your body!*



CYBORG TEPES





▲ Enemy cyborg dismantling antics!

As you know, cyborgs usually begin their mission with a maximum of three energy bars — unless the options are modified otherwise. Here's a way of cheating in a more respectable way: The waist latch manoeuvre absorbs the enemy cyborgs' energy and simultaneously drains it from them. The best part about this is that the player-controlled cyborg gains an extra energy bar each time the meter goes off the scale. Consequently your cyborg is capable of storing a maximum of six energy bars — the equivalent of six extra lives, unless its torso is removed. The safest way of exploiting this technique is by making the most of your 'borg's Big Foot legs and leading the enemy onto a magnetic pad. From here on, stealing their life force and then repeatedly reconstructing them is much easier. Enemy cyborgs reconstruct four times before expiring completely.



BOSS 'BORGS



The bosses in Cyborg Justice are all very much alike in their attack patterns. In every case the benefits of the laser hand soon become apparent. Stupidly, the bosses all approach your cyborg head-on and makes targeting with the laser very simple! Have your cyborg leap over the red, photon attacks when the boss is off screen and never get too close. Close proximity to a boss is tempting the loss of an arm or, worse, the loss of your cyborg's torso (and instant death).

Justice for all: The only exception to this rule is, not surprisingly, the final boss. To begin with the final confrontation is not with an enemy cyborg but with the mainframe computer itself — the controlling unit of all enemy cyborgs. There is a bank of laser turrets that protect the machine beyond. By observing their movements which, in turn, predicts their fire patterns, duck or leap over the laser fire. Your target is the computer itself. Once more the laser hand is best used here, although it is likely that your cyborg has lost it by now. Under these dreadful circumstances a succession of carefully timed jump kicks is the best way of overcoming this final obstacle.







SPIDERMAN

Blimey! I thought this game was all out of cheats but **no!** Here comes Timothy Baker and with him the method for grabbing two hours worth of time to clear Spidey's name:
As time runs out and the bottom of the screen turns to red, don't worry. Just kill off Spiderman and continue — Spidey now has two hours with which to complete the game.



SPEEDBALL II

OK Rhys Thomas, despite all your bleedin' dreadful comments about me I reckon that your Speedball II tips are really smart. So we're printing them. Okay! By the way, I completely agree that this game is a 90-percenter too and certainly deserves more than the 88 % it carries. Satisfied?.

Score Multiplier: After sending the ball shifting through the multiplier twice, position the player with the ball about half a centimetre away from a bounce dome and bounce away! Too many times players are obsessed with scoring goals when, in fact, 16 points per throw is rewarded as opposed to the maximum of eight for one goal. Though this is risky business in Division One, our boy Rhys managed a hefty 872-0 against Steel Fury. So *that's* how you do it!
Draw cheat: Take advantage of the easy teams by going for a draw each time. By doing this Brutal deluxe are rewarded around 2000 credits each time — considering the amount of cash littering the pitch collected too — and soon become the team with the best possible attributes in the league!
After touch: Rhys also points out that there is an after touch facility in Speedball II — something that isn't mentioned in the manual. This is most effective for fooling the opposition's goalie when standing a player directly opposite the goal mouth and then curling the ball around him
Embarrassment time: In spite of himself, Rhys still thought it necessary to send us an age-old cheat for Altered Beast. So now everybody knows about Rhys Thomas and his Altered Beast fixation. Hoo-haargh!



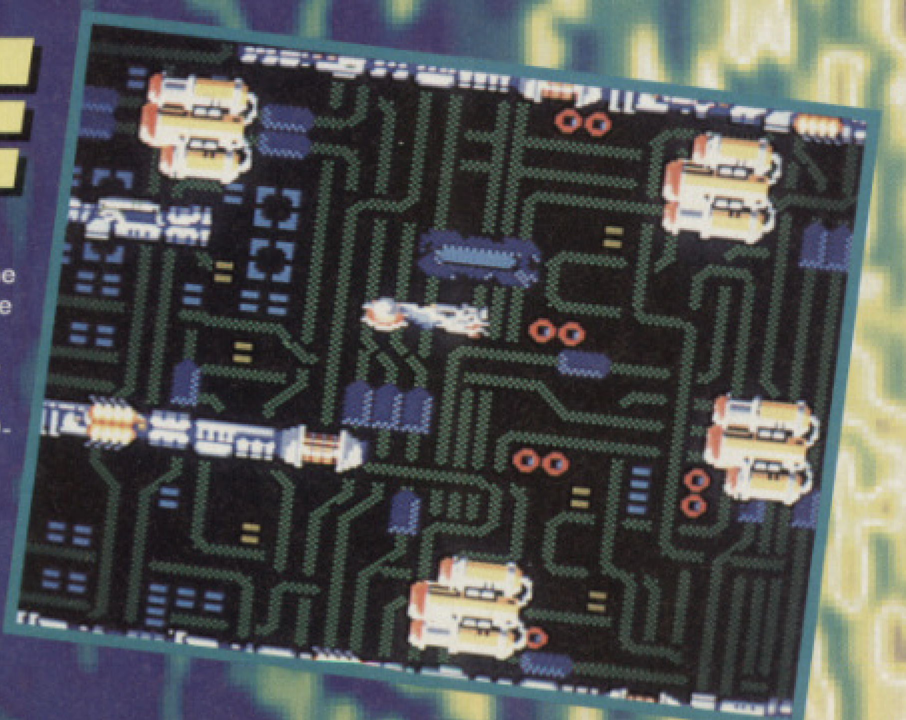
TEAM USA BASEBALL

Flattery, as we all know, gets people nowhere. However, if you're Matt Hammond, it does get your pass-codes for Team USA Basketball printed in the tips section of MEAN MACHINES. The fact is, Matt blabbed on about his devotion to the mag and so — being suckers — we decided to let him have his say. These codes take the USA team to the semi-final, the final and the medal collection points in the tournament:
Semi-final: JBT67BF
Final: JDT67BC
Medal collection: JCT67BH
Right, Hammond, any more creepy letters like that and....oh, alright, we're bound to print whatever you want. Doh! (Are we chuff!!)



R-TYPE

This is a really, really old tip for a really, really old game. Still both the tip and the game are handy to have around. On the continue screen, rotate the D-pad clockwise and the number of continues increases to a maximum of twelve. Rotating the D-pad anti-clockwise gets a sound test screen. Actually, the piece of paper this tip is written on is looking a bit yellow and faded, so it might well be fossilised. Who knows, eh?



SONIC II

There is a much easier way of obtaining the level select cheat for Master System Sonic II and this is it: Before switching the Master System on, plug a controller into port II. Press UP/LEFT on the D-pad and hold buttons I and II. Now switch the console on. After Sonic has run off the screen, plug the controller into port I and press button II twice. Even after losing all of Sonic's credits the level select is recalled just by pressing button II twice. Thank yous a-plenty go to Karen Chugg for setting that one straight.



SONIC II

It's hardly surprising but Sonic II is the only Game Gear title causing a stir at the moment. There are certainly no Axe Battler tips to speak of at any rate! Gethin Williams is the person responsible for, once again, supplying the elusive level select cheat. It *is* this: Press DOWN/ LEFT on the D-pad and buttons I and II. Keep them held down and press the START button when Tails' eye is closed mid wink. That's it! That's *it! Blimey and here's us with blisters on our thumbs. Crikey!*



MEGA-CD TIPS

COBRA COMMAND

Ed Lomas' cheat allows the selection of a special 'Training' mode. Here it is possible to continue after every loss of life instead of returning to the beginning as usual. On the title screen press START so that the GAME START and CONFIG MODE words appear. Now press UP, DOWN, LEFT, RIGHT and an explosion is heard. This means that the cheat is working. Now, when CONFIG MODE is highlighted the new TRAINING MODE is available! Now, before we send Lomas packing let's just mention that the bloke is a mad Pink Floyd fan and is known to his friends as 'Pinky'. Ed, calling yourself Pinky isn't a good idea, right! It's just not! So stop it because we're embarrassed for you! Grief.



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1-2 PLAYERS

PRICE	£29.99
BY	SEGA
RELEASE	JULY

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

115,965

ORIGIN

This is a small screen conversion of the completely excellent Megadrive smash of the same name.

HOW TO CONTROL

Our heroes move left, right forwards and backwards in response to those directions on the D-pad. They have a number of special moves obtained by using a combination of all the buttons.

1 Attack

2 Jump

HOW TO PLAY

As one of the three vigilantes, fight through eight levels of deadly foes before a final confrontation with Mr X and freedom for Adam.

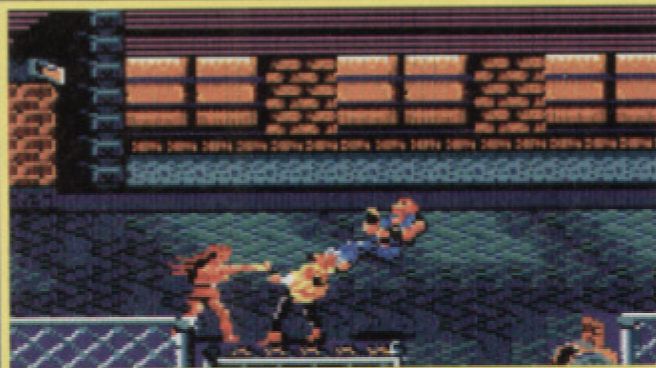
STREETS OF RAGE

Just when retired cops, Axel and Blaze feel they can sit back, put their slippers on and have a nice cup of Horlicks after sorting out the fiends who tried to pulverise their city, their arch-enemy, Mr X pops up and starts his tiresome shenanigans all over again.

This time the master of hassle has kidnapped Axel and Blaze's very special friend, Adam and subjected him to horrors beyond belief like dressing him up in girl's clothes and making him play with dolls for all eternity (or something equally shuddersome). Naturally, being well 'ard super heroes, Blaze and Axel feel obliged to do the right thing and rescue him, so dragging Adam's little brother, Skate with them, they set off along the stricken city streets, kicking serious ass.



▲ Blaze goes for an unscheduled flight thanks to the fire-breathing fat boys!



▲ Once again, Blaze proves her fatal attraction as every man in sight falls drooling at her feet!



COMMENT



LUCY

At last! A truly decent beat 'em up on the Game Gear! This 4-Meg cart has been jam-packed with great features. It's really fast, with eight levels teeming with tough and varied baddies to conquer, the backdrops are gorgeous and although in easy mode, zipping through isn't too difficult, the hard mode is sure to tax the most experienced gamer. The addition of the simultaneous two-player option is a nice touch and vastly increases the fun factor. All three characters are totally unique and the differences in their strengths and weaknesses is astounding. All in all, a great package and one Game Gear owners would be potty to miss.

PEOPLE POWER

There are three heroes to choose from, each with their own special abilities and attacking powers. Here's the list of characters at your command.

AXEL



▲ Axel's knock 'em dead personality is able to disable even the hardest baddie at ten paces.

Axel's the martial arts master, a skill he uses to great effect. Since he's also quite a chunky chappie with masses of bulging biceps, he's still fairly well up in the punching, kicking and head-butting department, he's got some really neat special moves including one that's very similar to Ryu's Dragon Punch in Street Fighter II.

POWER: ● ● ●
TECHNIQUE: ● ● ●
SPEED: ● ● ●
JUMP POWER: ● ● ●
STAMINA: ● ● ●







LONG TERM REPORT	
HOUR	
DAY	
WEEK	
MONTH	
YEAR	

BREAKDOWN	
STRATEGY	
CHALLENGE	
ACTION	
REFLEXES	
ORIGINALITY	

PUMP UP THE BOSS



Make no mistake, there are a lot of enemies to batter into oblivion in this game including middle and end of level bosses, all with their own methods of dealing out death. For example, Jet goes for the flying attack which the player has to be quick to avoid, Predator practices the ambush laser attack, R.Bear wields the hammer punch, Shiva prefers to kick the player to death while the final showdown with Mr X involves a potentially fatal rendezvous with rapid-firing machine gun fire.



COMMENT



PAUL

This is many times better than the original Streets of Rage on the Game Gear! Rather than being presented with a rather half-hearted conversion of the game, this hand-held rendition successfully recreates all the moves of the game's most exciting three characters — only Max is missing, who is a bit slow anyway. The absence of the extra button for use with the special moves is ably replaced by movements on the joypad which, essentially, calls for more skill! Of course, the action is nowhere near as hard-hitting as the Megadrive version, this is too much to ask, but two players needn't feel ripped off by having bought a copy each as this is brilliant stuff! Eight long levels, a decent challenge and a game that makes the Game Gear look and sound great! Smart.

BLAZE





▲ Part-time furniture mender, Blaze, makes a few vital adjustments to one client'qs invisible chair.

With her knock-'em-dead figure you wouldn't think this woman would have to scrap much but fight she does — usually to great effect. She's the team's all-rounder and she's picked up a few more attacks since the prequel, including a nifty somersault kick and a usually-fatal short-range fireball. She's probably the best character to be.

POWER: ●●●
TECHNIQUE: ●●●
SPEED: ●●●
JUMP POWER: ●●●
STAMINA: ●●●



SKATE (SAMMY)





Young Skate is Adam's street-wise kid brother. He's the speed-freak of the group and his jumping ability is second to none.but he can't take many hits because his stamina level is so low. His main speciality is a fab Dhalsim-style yoga spear which doesn't do the enemy any favours at all.

POWER: ●●●
TECHNIQUE: ●●●
SPEED: ●●●
JUMP POWER: ●●●
STAMINA: ●●●



PRESENTATION — 92

▲Some pretty presentation screens, a polished feel to the game and a reasonable range of options.
▼A duel mode would have been nice.

GRAPHICS — 89

▲Good-sized sprites and some lovely backdrops for the Game Gear.

SOUND — 88

▲Atmospheric music and some great sound effects but naturally enough, its not a patch on the Megadrive version.

PLAYABILITY — 90

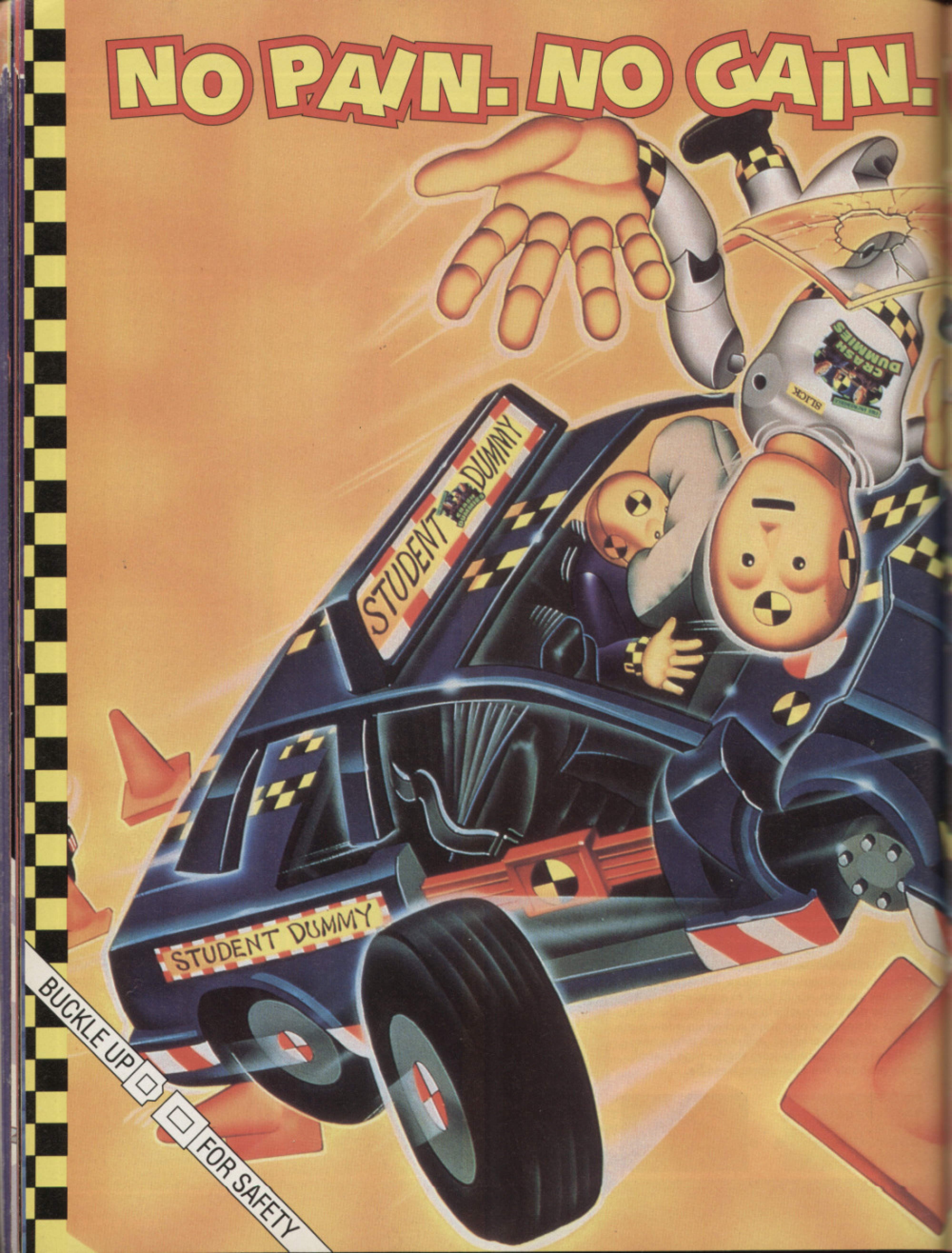
▲Really good fun and utterly addictive — it's not a case of just mindless button-bashing either, you really have to use your bonce.

LASTABILITY — 87

▲Eight huge levels (each with sub-levels) present a goodly challenge for one and all in HARD mode.
-The EASY mode is just a touch too easy.

OVERALL — 89

An excellent sequel to an already good game — one of the best scrolling beat 'em ups to ever hit the Game Gear.


NO PAIN. NO GAIN.
STUDENT DUMMY
CRASH DUMMIES
SLICK
STUDENT DUMMY
BUCKLE UP FOR SAFETY

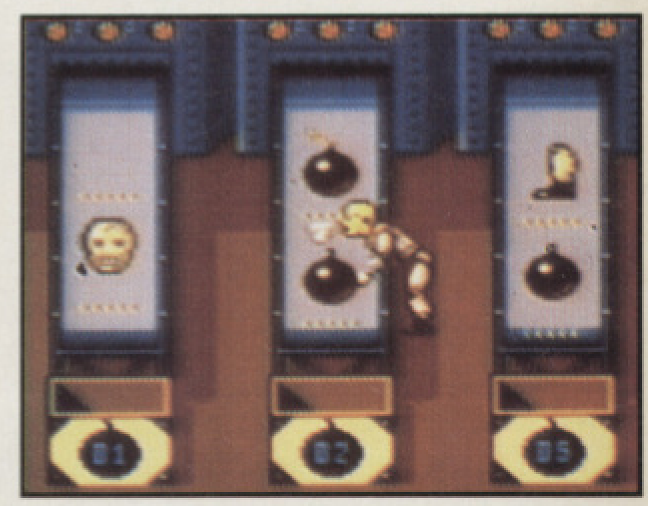
(NO BRAIN!)



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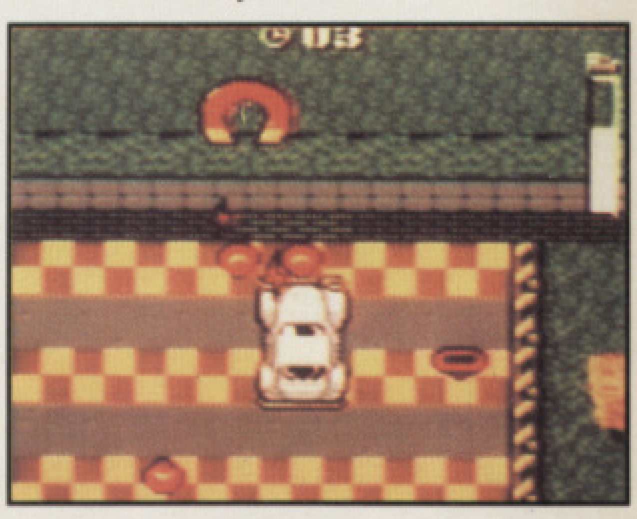
CRASH DUMMIES

FLYING EDGE

SEGA GAME GEAR

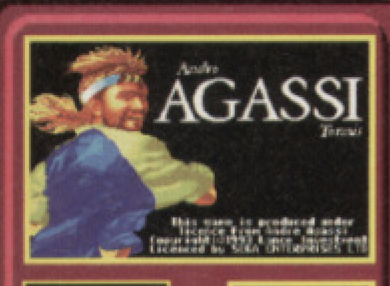
Acclaim entertainment, inc

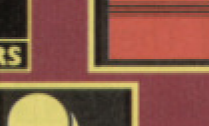
ARENA FLYING EDGE





ANDRE AGASSI T•E•N•N•I•S





2 PLAYERS

PRICE	TBA
BY	TECMAGIK
RELEASE	JUNE

OPTIONS

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: FIDGETY
GAME DIFFICULTY: DIFFICULT

1ST DAY SCORE

WIN ONE MATCH

ORIGIN

The game of tennis. A tennis player named Andre Agassi. Combine the two and here we have it.

HOW TO CONTROL

Move your chosen player with the D-pad and use the A and B buttons for hitting the ball.

1 Slices the ball.

2 Volleys the ball.

HOW TO PLAY

Single players challenge computer opponents to a singles or doubles match or tournament. Two players also compete but only against each other in one-off matches.

It's fast approaching Wimbledon season again and the country's tennis fans are most likely wetting their white shorts with excitement. Indeed the wait might prove almost unbearable for some! Consequently Tecmagik are offering players the opportunity of inviting Andre Agassi to their homes for a spot of preseason practice. Not literally, of course, but in the form of this spectacular looking tennis game for the Master System.

Andre Agassi Tennis provides the opportunity for a one- or two-player, single match play-off. Solo players may also enter into a full-scale tournament in either singles or doubles matches.



▲ *Noodle-oodle-oodle balls. And a lot more besides in this action picture!*





THE ROUGH WITH THE SMOOTH

There are four different surfaces available to the player in Andre Agassi Tennis. Players may risk grass stains on the lawns, chance their fore-arms on the hard surfaces or face the unpredictability of clay.

There is also the opportunity for playing indoors. It might not be so exciting, but keeping track of wayward balls is easier when surrounded by four walls. Adapt your play to suit the court you're participating on!

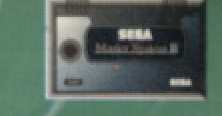


COMMENT



PAUL

It's incredible just how closely this Master System incarnation resembles the Megadrive version! In fact, judging from first appearances, Tecmagik have truly scored an ace. However appearances become insignificant when a game plays so awkwardly as this, in which case the ball in Tecmagik's court suddenly flobbles uselessly off into the canvas! I don't enjoy criticising games that have so obviously had a lot of time spent on them, as is the case here, but the flaws are impossible to ignore. The control method is just so unwieldy, it puts you off the game completely. Sorry, Tecmagik.

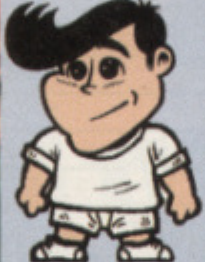






▲ *Cue the rather sad puns involving balls, or failing that something about making a "racket", or if you prefer, a reference to Agassi's Nescafe appearances.*

COMMENT



RICH

The Master System programmer has done a great job of converting the Megadrive version. Unfortunately, as we said last month, the Megadrive game wasn't that much cop. To be fair, the graphics are excellent, representing the action incredibly well. However, sports sims desperately need to be playable and as Paul says, this isn't. I find it incredible that you can't run and hit the ball at the same time. You have to run to the right spot, wait for the ball and then hit it (if you can). This makes the action extremely frustrating. This could have been dead smart... as it is, I can't help but recommend Wimbledon Tennis instead of this.

I'M ANDY, TRY ME!

In total there are eight players from which the character most suited to your style of play is chosen. Obviously the main man is Agassi himself, but the remaining seven racketeers dreamed up by Tecmagik are there to cater for everyone's needs. For example Don Matt may lack speed but he is a powerful player and accurate with it. Ron Pepper, on the other hand, is speedy but less capable when it comes to hitting the ball home when it counts. Women's rights activists have no room for complaint either as both the female participants — Cassie Nova (groan) and Carol Ark (?) — are two of the top players. Discover which player is best suited to your style of play!





PRESENTATION

78

▲ The options are all easily followed. The digitised image of Agassi may please some people.
▼ The front-end presentation is sparse.

GRAPHICS

93

▲ Superb! The game is certainly well served in this department!
▼ The animation of the players is jerky.

SOUND

79

▲ Reasonable on-court sound effects. The music is good.

PLAYABILITY

43

▼ Unfortunately the game is hardly playable at all.

LASTABILITY

47

▲ As an instrument of torture, Andre Agassi Tennis may live long and, indeed, prosper.
▼ As a means of enjoyment the reverse is true.

OVERALL

46

Tecmagik's excellent reputation is rained off by an unplayable tennis simulation. Go for Wimbledon Tennis instead.



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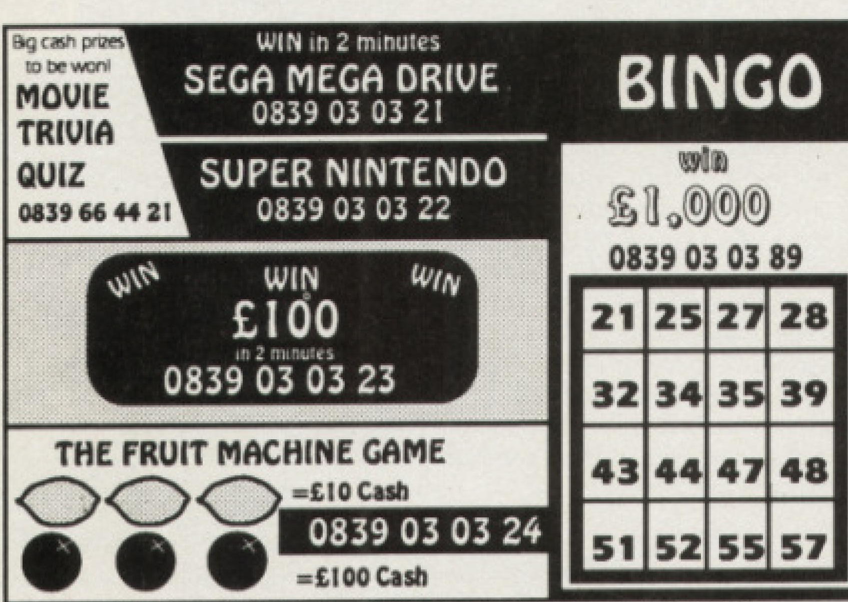
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BY	SEGA
RELEASE	OUT NOW IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: QUICK
GAME DIFFICULTY: EASY

1ST DAY SCORE

53% complete.

ORIGIN

Switch is inspired by many the world's greatest sight-gags. It is a completely original concept for a video-game.

HOW TO CONTROL

Nothing could be simpler. Move the cursor above your chosen switch, press the button and presto, something highly amusing or rather sinister happens!

- **A** Flicks a switch.
- **B** Flicks a switch.
- **C** Flicks a switch.
- **S** Calls up the map screen.

HOW TO PLAY

Save 16 of the world's monuments from destruction by negotiating the safest route through a madcap world. Push all the right buttons to achieve success.



'Click': There's this dog in a laboratory, okay? Anyway it drinks this test-tube full of stuff, right and......

'Click': After studying the Mona Lisa for a few moments a young boy reaches over the security ropes and presses a button. Imagine his surprise when....

'Click': It's snowing. A boy decides to take his dog out and have some fun by building a snowman. Little does he know that...

Infuriating isn't it! Yet the only way of finding out exactly what happens next is by taking a good look at Switch. Switch is Sega's latest oddball offering for the Mega-CD and it's mad! Loosely described as a game, Switch is presented as a package of over 1000 sight-gags that fit together into some sort of adventure. The central character is a baseball-capped, dungaree-wrapped, innocent young lad who is the victim of at least half of those sight-gags. The remaining 500 or so subject coy boy's dog to more of the same.

The actual point to all this malarkey is to save 30 of the world's most famous monuments from being being razed to the ground.



Choose the desired switch by moving the arrow over it. Hit any button and laugh at the results. Just see if you don't!

WHAT'S THE DAMAGE?

From what we can tell, the prevention of disasters is somewhat of a hit and miss affair. Whenever a disaster is triggered, the guilty switch is then marked out for the player's benefit, ensuring that the same mistake is never made again. Of course, if you are the king of spawn, you may never witness the brilliant, digitised disaster sequences and journey through to the end of the game untarnished. Yeah, right!





...But I only came in for a check-up!!

Look, I've not been feeling too well recently, alright! I don't have to put up with your insults. Sulk.

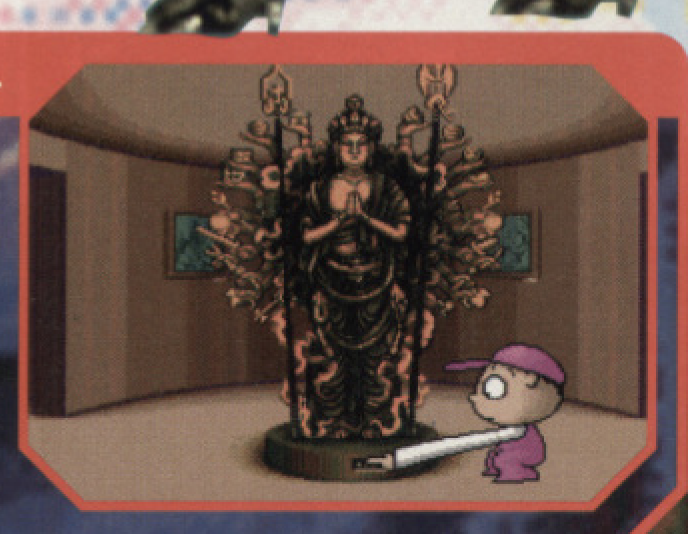
COMMENT

GUS

I've never seen anything like Switch. The first day I played it my jaw was periodically hitting the floor. Sometimes it was the incredible graphic and sonic effects, but mostly it was the total weirdness of many of the scenes. This game's a mixture of the bizarre, the funny and the sick. And I did laugh — a lot. My particular faves are the statue of bums that pulls a gun and shoots the tourists, and the room with the dolphin and tiger which explode from the walls. This isn't really a game at all, just memory and guesswork, but it has a strange and total compulsion. In its Japanese format it's no use as an educational toy — though children will be fascinated (some parents might be concerned by the fascination the programmers have with bums and breasts). I'd recommend it as the PERFECT interactive experience for older people who have a few friends round, as this has the makings of a cult classic which just might change the boundaries of the 'console market' and who uses them. I'd say it's the best use of the Mega-CD yet. Sega Europe — be brave and release it.

EENY, MEENY, MINY, MO.....

No matter how crazy the situation all the actions in Switch are triggered by the press of a button, the flick of a switch or pulling of a lever — to name but three. There are many more types of switches but they all amount to the same thing. In any case, the dog, its master or both are presented with a control-panel. Only a small percentage of the switches change the location, the rest prompt one of the 1000+ crazy gags.







COMMENT



PAUL

Switch takes a bit of the classic Warner Bros cartoons and mixes it with a bit of Monty Python-type humour. The result is just about the funniest thing I've seen in a long while — books, cinema and TV included. Everybody in the office took time out to watch Switch in action. As the first of its kind Switch is an impressive achievement. Usually when we talk about animation it's under a different light than this —it's rife with fantastic sound effects created by the voice of Kent Prick. Also, because this is a CD product, the soundtrack music is reproduced perfectly too. It all looks and sounds amazing! However, and it's a big however, there's very little actual gameplay. The pretence of some kind of world monument preservation quest is a bit thin and the button pressing amounts to pot luck for the most part. The proceedings also reach a point where many of the gags are ones the player has seen many times already. Admittedly some of the problems are caused by the language barrier but I doubt that understanding most of it would make much difference. Don't get me wrong, Switch is one of the top Mega-CD titles and worth buying for its novelty factor alone.





LONG TERM REPORT		BREAKDOWN	
HOUR	■■■■■	STRATEGY	■■■□□
DAY	■■■■■	CHALLENGE	■□□□□
WEEK	■■■■□	ACTION	■■■□□
MONTH	■■■□□	REFLEXES	■■□□□
YEAR	■■□□□	ORIGINALITY	■■■■■

WORLD OF THE STRANG

Even if we knew what they all are, listing all the gags in Switch is impossible because there's so many! The majority are hilarious — some similar to Monty Python sketches while others are closer to those freaky foreign jobs shown on BBC 2 every now and then. They're of no use whatsoever, of course — more of a hindrance than a help to our hero's progression — but the game looks better getting there as a result!

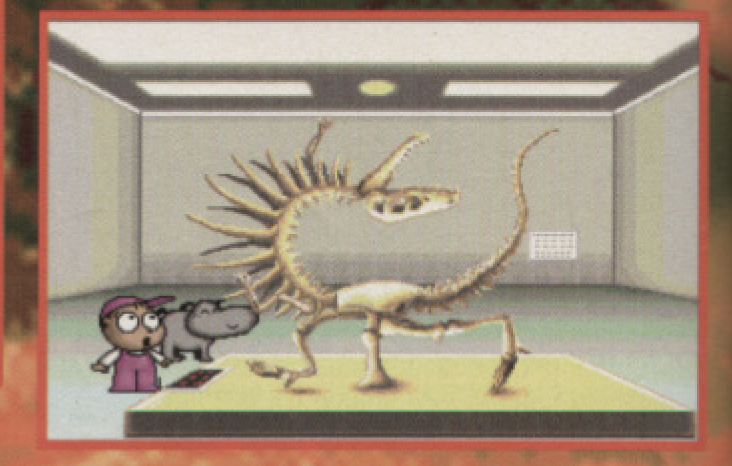


▲ *Aieee! Attack of the killer chalfonts of doom. Flee like the wind!*

SPACE ODDITY

Another central feature of this unusual quest is a giant monolith, very similar to the one seen in 2001: A Space Odyssey. This acts as a gateway to several locations, often warping you to a far-off section of the overall map. By pressing the start button, this map shows you your current location — its colour describes how much of the location is already explored. Up to three game positions can also be saved from this screen. In all there are 21 stages with a varying number levels. It's massive!

▼ *Hey, this'll kill you... Why did the dinosaur cross the road, eh? What d'you mean you've heard it?*



WHAT ARE FRIENDS FOR?

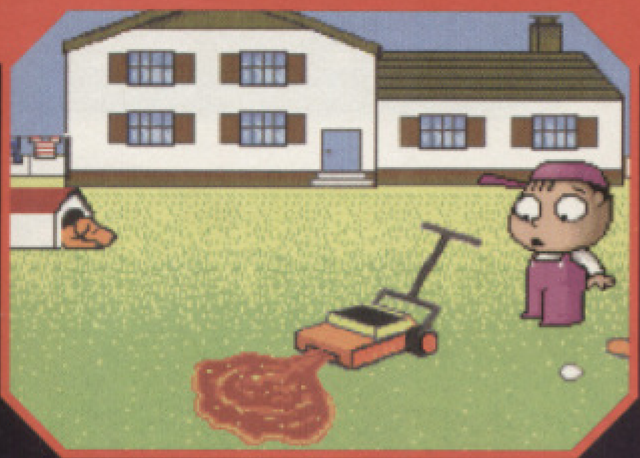




Some switches prompt advice from our boy and his dog's mates. One of them is a scraggy demon, the other an angel. This contrasting pair appear to influence the player's decisions over which switch is pressed and where. Unfortunately this isn't definite as all the game's speech is in Japanese. Doh!



GE



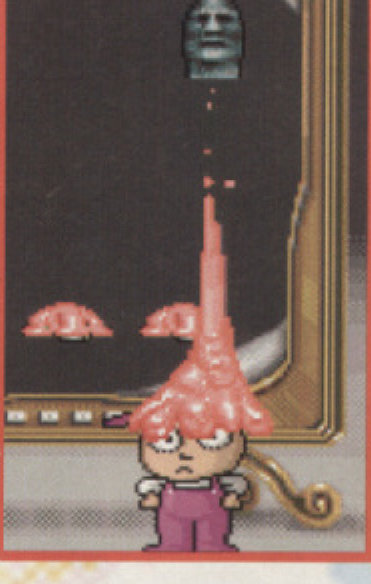
▲ It's a lawnmeuurgh! This caption is in memeory of Fraser Gray, who has recently passed on to Megatech.

▼ For your copy of the 'Illustrated Joy Of Lightbulbs', send your cheque/P.O to MEAN MACHINES...



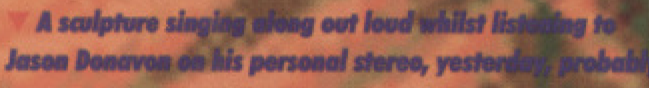
▲ ...Like you just stepped out of the salon...







▼ Nah. I've given up all that Christmas nonsense. Me and the 'deers are off to Stonhenge this year. Oh yeah, peace man!



▼ A sculpture singing along out loud whilst listening to Jason Donavon on his personal stereo, yesterday, probably.





PRESENTATION

93

▲ A brilliant introductory cartoon is followed by a simply understood menu of options.

GRAPHICS

97

▲ Switch gives you the impression that you're controlling a cartoon on TV. The sequences are brief but high quality. Here are some of the funniest sight-gags around.

SOUND

94

▲ The Mega-CD is the perfect medium for the freakish sound effects. All the music is perfectly reproduced and has variety enough to prevent repetition from becoming annoying.

PLAYABILITY

72

▲ The desire to see every single gag is irresistible.
▼ Switch is basic. Pressing a button is not the most inspiring of pastimes in the end.

LASTABILITY

60

▲ Switch will always be welcome at parties, ensuring the game a long life.
▼ Game maniacs may find this dull after a while.

OVERALL

70

Another outstanding showcase piece of software for the Mega-CD. Switch is sure to satisfy most people's sense of humour but not their games-playing skills to the full.


NEW
MEGA
Join Buster Bunny in this hilarious, 33 stage search, through 7 wacky territories, in his quest to find the hidden treasure. This exciting, fun-filled adventure is genuine 24 carrot gold..
Buster's Hidden Tre
TEENAGE MUTANT HERO
TURTLES
THE
HYPERSTONE
HEIST™
The Fearless Foursome are back! Shredder has taken control of the mysterious Hyperstone and miniaturized New York City. Can our heroes defeat him again?
preserve the rights of citizens freedom,
and on-time pizza delivery!
KON
KONAMI, TELEVISION HOUSE, 269 FIELD END ROAD, EASTCOTE, MIDDLESEX HA4 9LS


SEGA
DRIVE
TITLES
NY TOON
Adventures
easure
SUNSETRIDERS
Available soon!
It's Spaghetti -Western action all the way, in this wacky Wild West shoot 'em up.
On foot or on horseback, you'll have to be quick on the draw, as you challenge angry Indians, cattle rustlers and the meanest, smartest outlaws.
Can they
democracy
OFFICIAL
SEGA
SEAL OF QUALITY
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PRICE £39.99

BY TENGEN

RELEASE (IMPORT ONLY)

OPTIONS

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 3
RESPONSIVENESS: QUICK
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

Three league games won

ORIGIN

RBI Baseball '93 is a sequel to Tengen's RBI Baseball. Strange though it may seem, both games are simulations of baseball.

HOW TO CONTROL

For both batting, pitching and fielding: use the D-pad for the movement of the player and the A, B and C buttons for the appropriate action.

A Swings bat/Pitches ball.

B Advances player to next base/Picks off a base.

C Returns player to previous base/Throws a spit-ball (in conjunction with A).

S Starts the game/Calls a time out.

HOW TO PLAY

Select a team, or create your own, then challenge another to a game of Baseball. Your opponent can either be human or computer controlled.



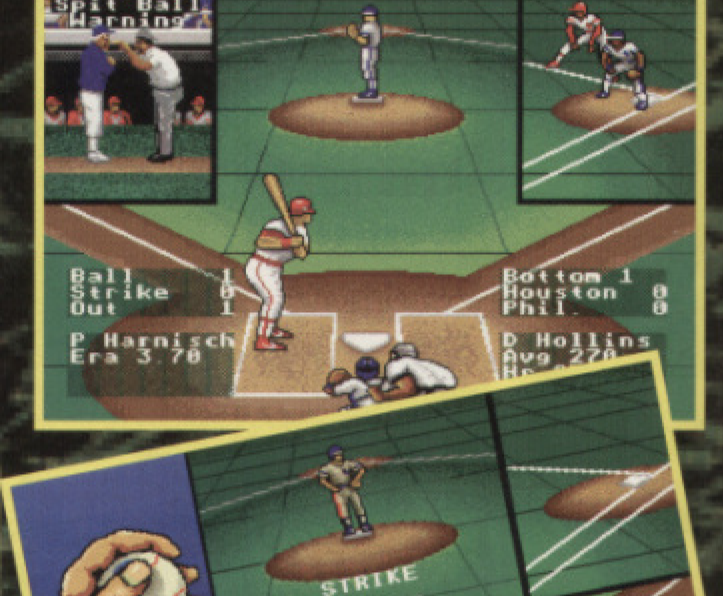
There's nothing like a stroll in the park, is there? These fine establishments, lovingly tended by their keepers, are the pride of any town and we'd all be a lot worse off without them. Right? Well this is the general idea. In fact the humble park has undergone many changes since its basic beginnings as a place where cavemen could throw rocks at each other without being disturbed. Nowadays we have the likes of 'safari parks' — where monkeys can throw rocks at our cars — and 'amusement parks' — where we can throw things at fake monkeys. And then there are 'ball parks'.

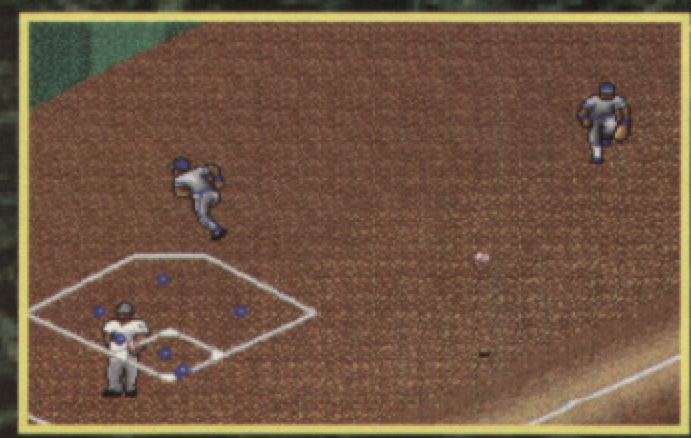
Now, although there are many things worth doing in a park, it isn't the kind of place worth watching. Basically because it's just grass. However ball parks are different. So different that they warrant the presence of thousands of spectators every weekend and are surrounded by huge stadiums. The reason for this is baseball. The Americans invented it, the Japanese adore it and we, let's face it, are crap at it. No matter, because Tengen have prepared for us what they hope is an accurate baseball simulation. So accurate that it is endorsed by the MLBPA (The Major League Baseball Players Association). The game offers the choice from 28 Big League rosters which means there are around 700 Major League players available. If you like there's even the chance of inventing your own team! You may also choose where the games commence. RBI '93 offers more than just the basics of a good baseball game, the question is just how well does it play?

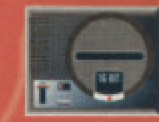
BALL'S EYE

One of the features unique to RBI '93 is the 'stadium tour' which takes advantage of the unique nature of baseball fans — their pride in the teams' home ball-parks. Football, England's closest equivalent to baseball's mass popularity abroad, is dogged by a selection of shambolic grounds that are best left unmentioned. Ball-parks are the pride and joy of their baseball teams and so this Stadium Tour facility allows the player a scrolling, birds-eye view of all the 28 parks in the league.

▼*Listen coach, I can't concentrate on ball-whacking when you're having a set-to directly over my head — get down!*







COMMENT



I agree entirely with Paul that baseball is the wrong type of sport for a videogame. Anyone who has sat on the bleachers, chomped popcorn and witnessed the long drawn out spectacle of teams constantly switching sides, realises how inactive the game is. This means that however competent and inspired RBI is, it's never going to be that much fun to play. With each play, the object of control changes so much (pitcher-outfielder-infielder) that you never feel in full control of any of them. In fairness, I must praise RBI's decent graphics and screen presentation, and it does seem easier to make proper strikes and catches than on Hardball III. I'm afraid, though, that the package has a very narrow range of appeal.

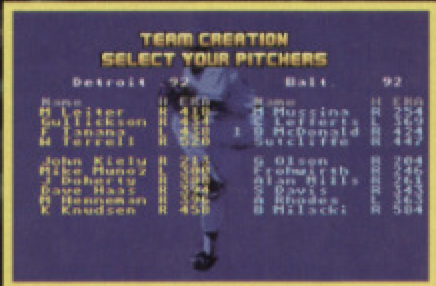
COMMENT



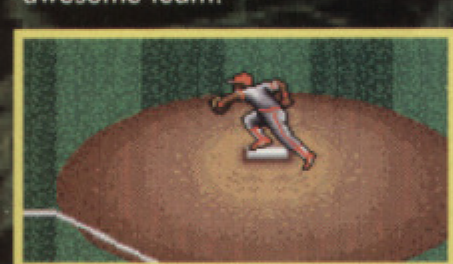
Perhaps it's just me, but isn't this whole videogame baseball idea a bit boring? It just seems to me that baseball is too passive to make an exciting console game. No matter how many of the game's relevant sound effects and musical themes are included they never excite. A decent console baseball cart doesn't offer the immediate gameplay of a similar standard tennis or even golf equivelant. They're also far removed from the complexity of a classy American Football game. This explains the relative lack of interest in such titles in this country. When was the last time you saw a baseball game in the charts, eh? In all fairness RBI Baseball '93 is another close representation of the sport. Custom building teams adds at least another couple of months to the game's life-span for solo players and two players have many a swinging time ahead. I prefer RBI's graphics over Hardball III's because they're much sharper and RBI is also much more accessible due to its lack of unecessary options plaguing most other baseball sims: I live in fear of a CD baseball game! It's dull but one of the best from an uninspiring bunch.



CREATOR



It's almost standard practice now for companies to include a 'custom team' facility in their baseball games. Whilst RBI '93 is no exception it does offer a little more by giving the player the pick of all the division winning players since 1984! In real life, of course, the result of including some old has-been onto your team would be disastrous, but then who's complaining! Coupled with the choice of all the players from all of the twenty-eight league teams there's enough scope for an absolutely awesome team!



LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

PRESENTATION 89

▲ A variety of useful options. The game is also presented with a touch of humour which helps a great deal.

GRAPHICS 89

▲ RBI '93's sprites are well defined against the tidy, ball park back-drops.
▼ It's all a bit samey looking but then, so's the real game.

SOUND 86

▲ Tengen do an excellent job of recreating realistic, ballpark sounds. Right down to the cheesy tunes in the background.

PLAYABILITY 82

▲ The control method is very simple and not as daunting as those found in other similar titles on the market. An enjoyable pastime for two players.

LASTABILITY 81

▲ The 28 teams offer much for one player. The custom team facility prolongs the cart's life too. Having a two-player option also extends the game's lasting appeal.

OVERALL 83

Another high quality baseball title, this time from Tengen, more suited to the less fussy baseball fanatic.

INTERNATIONAL RUGBY







PRICE 39.99

BY DOMARK

RELEASE TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: UNLIMITED
SKILL LEVELS: TOURNAMENT
RESPONSIVENESS: VERY GOOD
GAME DIFFICULTY: MEDIUM/HARD

1ST DAY SCORE

8-0 AGAINST WALES

ORIGIN

A sports sim based on Rugby Union, which originated in 1846. The modern World Cup and Five Nations Cup form the tournament options.

HOW TO CONTROL

The joypad moves your selected player up or down the pitch whilst the timely pressing of the correct button tackles a player or passes and kicks the ball. Eeh! Why do we bother, eh?

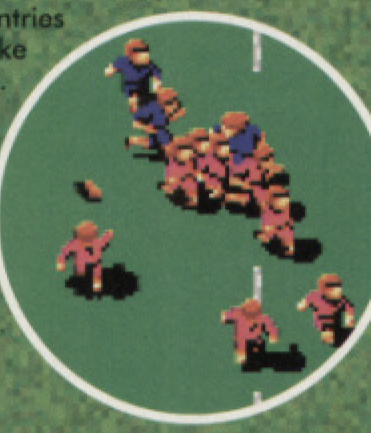
- **A** PASS/TACKLE
- **B** KICK
- **C** PASS/CHANGE PLAYER
- **S** PAUSE

HOW TO PLAY

Take the ball to your opponent's end line, and kick the ball between your opponent's goalposts. Take part in fixtures against 16 other nations.

'There's a World in Union' warbled the New Zealand opera singer, as teams from all over the globe came to Britain to crack some heads! Rugby is a bit of a gaming paradox. It originated in public schools, but involves behaviour that would be out of place in a bar room brawl; it has an elitist heritage, but now fills larger stadiums than most football teams can manage.

The World Cup is the star date in the Rugby calender. The top nations of the World, including the 'Home Nations' of the British Isles, get together with countries newer to the game, like Japan and Zimbabwe. It's a right royal rumble and no mistake. A month of sweaty headbands, dirty songs and lots of towel-whipping (about the only elements missing from Domark's new sports sim).





▲ *The Japanese prop forward thrills the opposition with his uncanny crossbar balancing ability...*

◄ *...And disgusts all with his cowpat frisbee japes.*

COMMENT



ANDY

I tried hard to like this game, but after straining my eyes through attempting to distinguish which of the pixie-like teams was mine, and then trying to clarify which one of these vertically-challenged players was in possession of the equally diminutive ball, I could take no more. To its credit, when things do get going they move along at a fairly cracking pace, but then you've got the mile-long pitch and the laughable tackling to contend with. The two-player mode lifts it a little, if you can find a mate patient enough, but if it's a game of Rugby you're after, save some cash and buy yourself a real Rugby ball.

GOLDEN CUP

The two major tournaments are the World Cup, and the Five Nations. The World Cup is the biggie, with 16 nations split into four qualifying groups. However, the Five Nations is more interesting, dredging up old grievances between neighbours (such as Scotland, England and Wales). Special victories within the Five Nations include the 'Grandslam', when one team beats all others, and the 'Triple Crown', where one UK team beats the others three.







AT THE BAR

The power/curve bar is commonly used for kicks and lineouts. By holding the A button, a variable amount of power for a throw/kick is selected. The bar then enters a second area, and should be stopped between the two brackets for accuracy.



COMMENT



This looks really cack in play, though I was well-inclined to it for a while. Eventually the frustrations of the single player game got me down and too disheartened to go further. It's sometimes extremely difficult to see who has the ball, often at crucial points in the game, but this is as nothing next to the unfair tackling that commonly occurs. A tackle consists of your player flopping onto the pitch, usually missing the intended target. Fair enough, but the computer seems much luckier. It also manages to drum up loads of super-fast defenders, just as you have the line in sight. The other major moan is the oversize pitch. But apart from that... it's okay. That might not sound convincing, but Rugby desperadoes don't have any other options.



SCRUM OF THE EARTH

Here's your bluffer's guide to Rugby. You take the odd-shaped ball and try to place it beyond the goal line of the opposition — a 'try' scoring five points. Any player may run with the ball, but can only pass it backwards. Alternatively, they may kick the ball through the large posts— a 'drop goal' scoring three points. After each try, a team has a chance to score a 'conversion', a further three points, by scoring a goal.

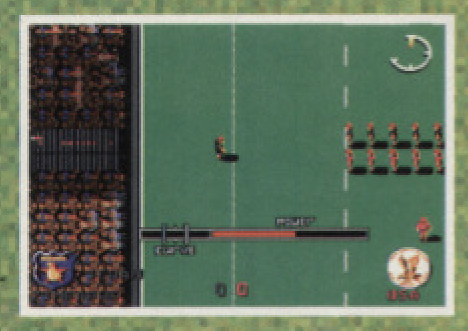
SCRUM

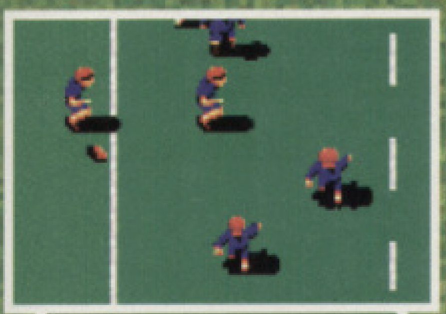
The team not in possession is allowed to bring down the ball carrier by physical means — a 'tackle'. If lots of players are involved, with no clear possessor, a scrum is called. The big players, or forwards of each team bunch together, with the ball held between them. By pressing the A button quickly, possession is gained and the ball passed out to one of the linebacks. If a team in possession doesn't pass back quickly, the referee may award a penalty kick.

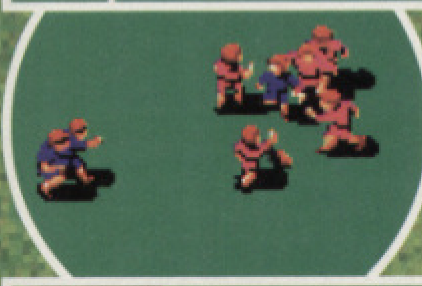


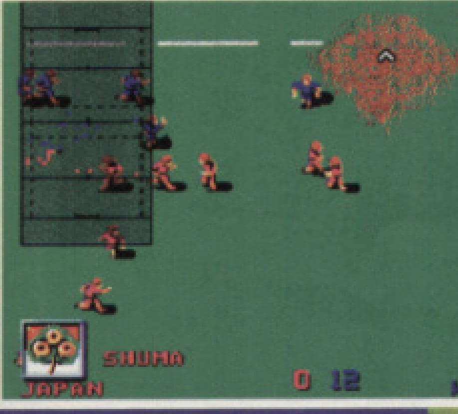
LINEOUTS

When a team knocks the ball out of the field, a lineout is awarded to the other team. A line of players from each team forms itself at the edge of the field, and a thrower off field tries to pass the ball to one of his team-mates. If he succeeds, the ball is then passed to a waiting linebacker to start a run.











▲ Sweat poured off Andy's face as he strained to think of a witty rugger-related caption.

PRESENTATION 89

▲Comprehensive options to alter game length and team set ups, the scanner is well placed.
▼No in-game quit option.

GRAPHICS 64

▲There are a lot of thingies (presumably players) moving at one time during play, and scrolling is smooth. A successful functional approach.
▼The characters are small, and lack detail. Not attractive as a game.

SOUND 67

▲Atmospheric and authentic enough, in the ways of whistles, groans oohs and aahs. Fair music.
▼Nothing astoundingly original and not enough pain sound!

PLAYABILITY 72

▲The rules are easier to pick up than American football and the game plays faster.
▼Annoying shortcomings, like the tackling system make it hard to like.

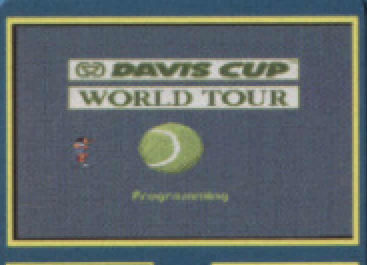
LASTABILITY 70

▲Two players may find amusement, and single players with Rugby fixations should scale the heights of the long tournaments.
▼This won't strike fans as a classic sports sim.

OVERALL



An average Rugby game, which has some play flaws to add to its drab appearance. It's fun after a fashion, but fails to capture the real spirit of the sport.







PRICE	£39.99
BY	TENGEN
RELEASE	JULY

OPTIONS

CONTROL: JOY PAD
CONTINUES: TOURNAMENT
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: HARD

1ST DAY SCORE

TOURNAMENT SEMIS

ORIGIN

Davis Cup Tennis bears close similarities to Loriciel's Amiga Tennis, and is programmed by the same software house.

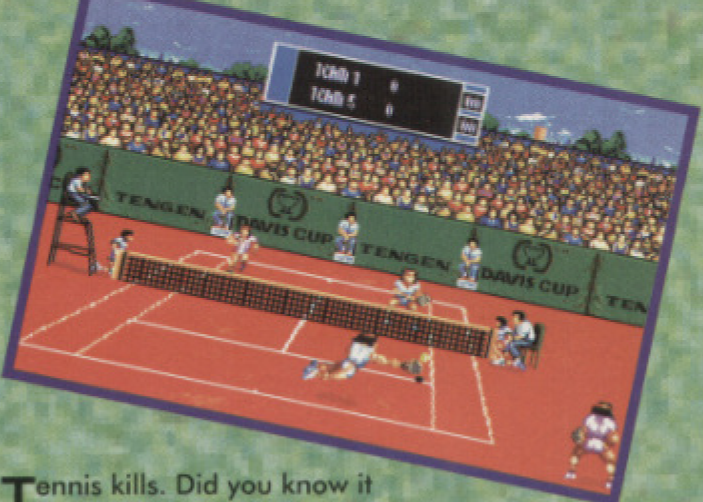
HOW TO CONTROL

Use the joypad to move your player around the court, use the buttons in combination with the joypad to select and aim your shots. Simple, eh!

A VOLLEY RETURN/HARD VOLLEY

B TOPSPIN RETURN/LOB

C PASSING SHOT/DROPSHOT



DAVIS WORLD

Tennis kills. Did you know it was responsible for the death of James IV of Scotland? That Stewart monarch was a tennis freak, and had a custom-built court laid at Dunkeld. To stop the constant loss of balls he blocked off all exits from the courtyard, including the royal escape route. Which he very much regretted one night when some assassins arrived.

Nowadays you cannot so much as walk on a court without someone coming at you with a breadknife. Oh well, it probably won't stop countless Megadrive owners risking life and limb with this fab new Tennis sim from Tengen.

DORIS STROKES

Davis Cup has all the major strokes of the real thing, which are vital for adding some strategy to the reflex gameplay. Normally, a button will give you a standard return — a volley, topspin and passing shot are all pretty similar ground strokes. By pushing the joypad at the same time, stroke variety is brought into play. High lobs bypass a net player, and dropshots force a player in from the baseline. Davis Cup uses the new six-button pad, by placing the variety strokes in the top three button positions.

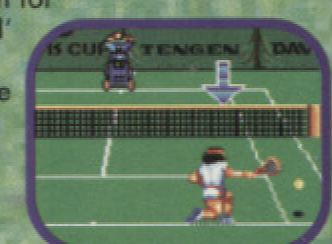


▲ *Ok sonny jim, pull those shorts down a bit or you're not playing...*

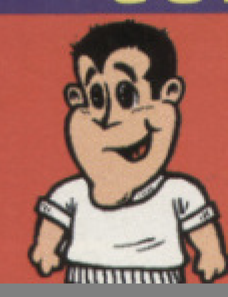
MEGA GAME

PLAY SCHOOL

The training options in Davis Cup are quite comprehensive. Five different modes test five different skills. 'Service' teaches you service positioning; 'Precision' is geared to learning to aim for specific court areas; 'Speed' forces you to race around the court hitting a sequence of balls; 'Ball' is an informal knockabout between two players; Practice is a solo session with a ball machine.



COMMENT



Someone's finally played a master stroke when it comes to Megadrive tennis. Just when it seemed a tennis Megagame was impossible, Loriciel produce a great-looking, fab-sounding sports sim, that's also a

SPLITTING UP

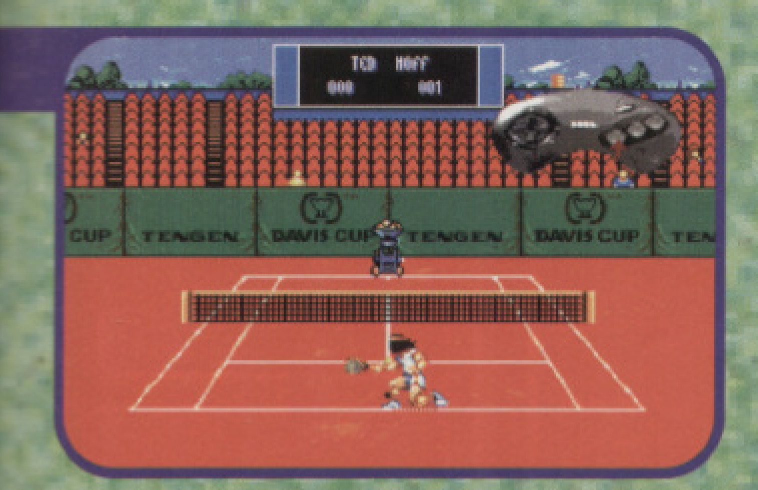
One or two players, singles or doubles are offered as options. For two-player games, the screen is split, so each player can view the game from the near-end. By omitting the crowd background, the size of the playing area is pretty much retained.

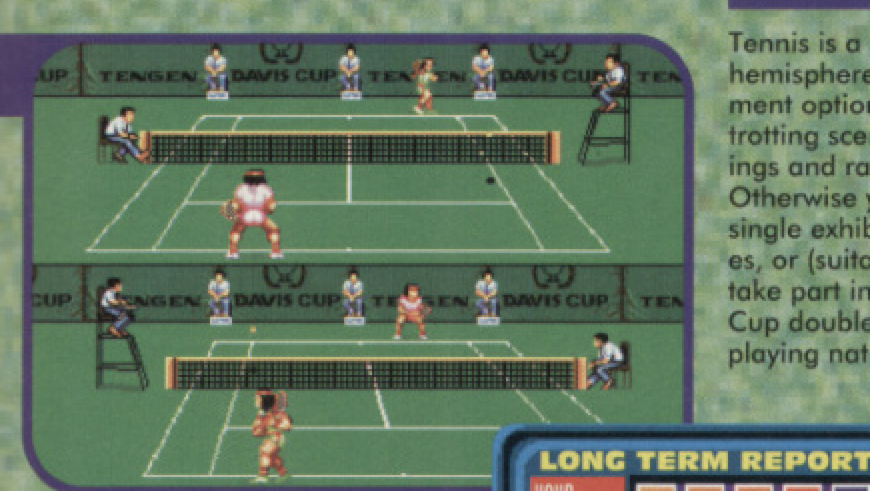




CUP

TOUR







COMMENT



ANDY

After a shaky start to the tennis season (remember André Agassi anyone?) it seems Megadrive owners are at last being spoiled for choice. Just a fortnight after we receive the rather spiffy Amazing Tennis, Davis Cup Tennis lands in the office — and it's absolutely brilliant! Every variety of shot is possible, it sounds like Barry White was employed especially to umpire the matches, the computer challengers are rock and boy is it fast! Power up a return and just watch your opponent run for cover! My only slight grumble is that graphically it could have been slightly better. All the players have a slightly He-mannish look that is totally subverted by the, er, extremely tight shorts they wear. Still, they're wearing 'em tight this year apparently, and it shouldn't really detract from what is by far the finest Megadrive tennis sim yet seen. Buy you fools.

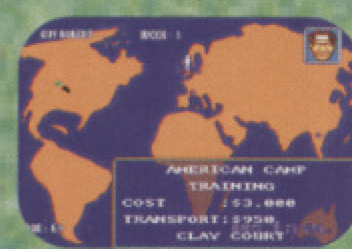
OH WHAT AN ATMOSPHERE

A lot of attention to detail has gone into Davis Cup tennis, which adds an atmosphere previously missing from Sega tennis games. The umpire keeps score, with his incredibly deep voice, and other linesman make calls. Ball boys and girls pick up stray shots, and all manner of rules (including time violations) have been faithfully included. The best original feature is the 'contest' option that allows you to argue with the umpire about calls. It's a real laugh, and sometimes his decision is actually swayed by your McEnroe-esque antics!

HARD GRAF

Tennis is a year round job, now that it's big in every hemisphere, indoors and out. One of three tournament options puts you in a week-by-week, globe-trotting scenario, judging your success by your earnings and rankings.

Otherwise you may play single exhibition matches, or (suitably enough) take part in the Davis Cup doubles event, playing national teams.



LONG TERM REPORT	
HOUR	■■■■□
DAY	■■■■□
WEEK	■■■■□
MONTH	■■□□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■■□□□
CHALLENGE	■■■■□
ACTION	■■■■□
REFLEXES	■■■■□
ORIGINALITY	■■■■□

PRESENTATION 96

▲ Polished to the nth degree, with court details, stats, options and atmosphere.

GRAPHICS 84

▲ Good player sprites, animation and convincing ball movement.
▼ The larger the screen size, the fuzzier the action appears.

SOUND 91

▲ Pukka digitised speech. Best tennis groans ever!

PLAYABILITY 90

▲ Speedy smooth gameplay, and not too hard to learn the controls.
▼ The manic precision of the computer players makes solo games traumatic.

LASTABILITY 88

▲ All the manifold options and challenges make this a classic return-to game.
▼ Everyone's enthusiasm for tennis wanes eventually.

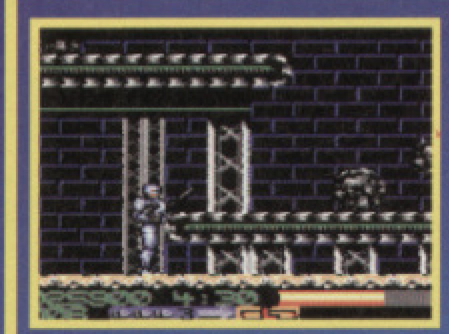
OVERALL 90

The best and surely the definitive and unquestionably grooviest tennis game for the Megadrive, at last!

ROBOCOP 3



You know what to do with your Inner City problems. Burn them down and evict the people. Replace them with a theme park or a drive-thru. To this end, OCP, corrupt corporation of Detroit city, are employing cyborgs to drive the undesirable elements out of the Metropolis. They send Robocop to assist in the operation, but the bi-pedal bed-pan comes over all social workery, and sides with the inhabitants. Now he finds himself caught between ungrateful thugs in singlets, SWAT teams and an array of computerised weaponry. Cripes!



▲ *Ah, home at last — Tin-Can City!*

THE GOODIES

Robocop came as one of the 'Goodies'; now he's fighting them. Goodies include bazooka-carriers, airborne robots, guided grenade throwers and armoured ground units. In general, the armaments of 'Goodies' are deadlier than those of the disorganised

THE BADDIES

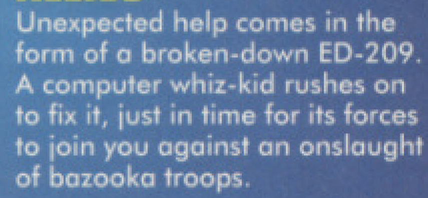
Splatterpunks have no regard for Robocop, and attack with handguns from all angles, including from windows of surrounding slums. The good thing about Splatterpunk attacks is they're quite weak and their weapons have a minimal effect on Robocop. However, mind out for the motorcycle squadrons who quickly turn Robo into rust-bucket.

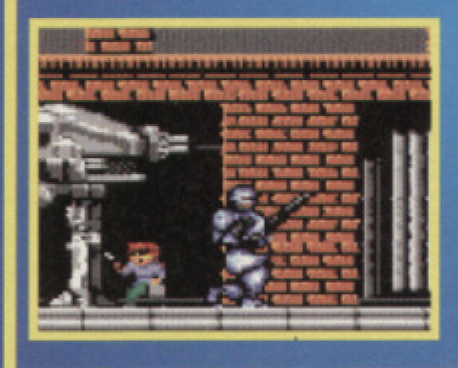



▲ *You are charged with having a dirty vest and a beer belly — You don't work for C&VG do you?*

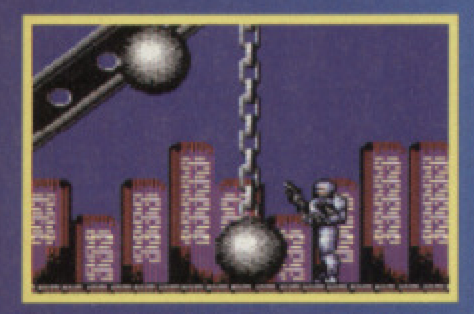
ALLIES

Unexpected help comes in the form of a broken-down ED-209. A computer whiz-kid rushes on to fix it, just in time for its forces to join you against an onslaught of bazooka troops.



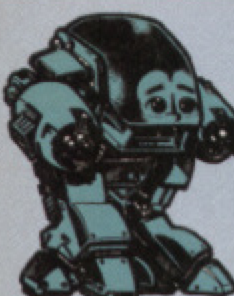


◀ *"You close your eyes and count to ten and I'll shoot you in the back."*



▲ *Buster Gonad mounts a surprise airborne attack!*

COMMENT

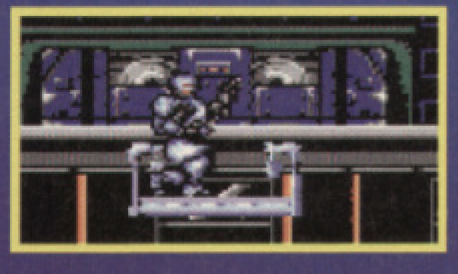


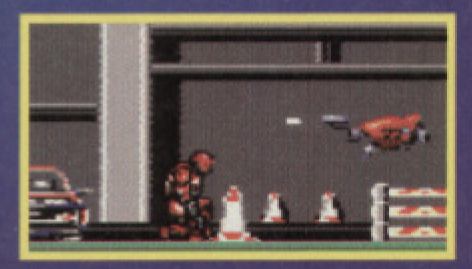
GUS

Dredge as I might, I haven't got a whole lot to say about Robocop 3. It's a rather shallow game. Fair enough on the Game Gear, if it was fun — but it's not. The graphics are okay, if a little drab, and the thumping tunes are some of the better examples of Game Gear music. But the game's too boring and frustrating. Your large sprite is an unmissable target for most enemy fire, however fast your own trigger is. Coupled with the unimaginative level formats, it's a quick turn off.

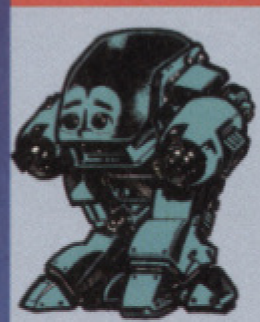


▲ *And here's one we made earlier children, with some old tin cans and sticky-back plastic!*





COMMENT



LUCY

We often winge that games are too easy but there's a fine line between pleasantly challenging (ie hard) and ridiculously frustrating (ie ridiculously frustrating). This falls into the latter category and boredom soon sets in (along with a foul temper). It looks okay but it's a tired and tested formula which should have gone out with the ark. Don't bother.



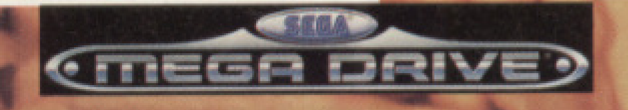
Dear Mr Henderson
Pleese can you axcuse Brian frome athletics as he has a terrible
BLISTER
frome playing Summer Challenge on his megadrive
Cheers
Noreen
(his mum)

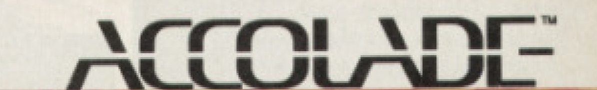




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RELEASE	AUGUST

OPTIONS

CONTROL: JOY PAD
CONTINUES: 2
SKILL LEVELS: 2
RESPONSIVENESS: SKILL
GAME DIFFICULTY: MEDIUM/TOUGH

1ST DAY SCORE

456785789

ORIGIN

Translated from the megabucks movie, this game incorporates the Megadrive version and adds a driving section.

HOW TO CONTROL

There are two control methods — one for the driving section, the other for the platform levels. There's nothing big or clever, just your standard control modes for these types of game.

- **A** Bat-toy/Fire
- **B** Turbo/Punch
- **C** Missile/Jump/Grappler.
- **S** Starts and pauses the game.

HOW TO PLAY

Drive along the roads, reach the platform bit and beat up the Penguin's minions. Both sections are rather unoriginal and play very similarly to other games of the genre.


▲ *Ram the rider for extra points!*


▲ *Zoom in, mode 7 style.*


▲ *Destruction, bat-style.*

Just what do you do if you're born hideously deformed and disowned at birth? Do you die in the freezing cold or perhaps get taken in by a kindly family, or do you loiter in the sewers of Gotham City and plot a terrible vengeance against the world. The Penguin (so called because of his penguin-like deformities) falls into the latter category. His idea of revenge involves kidnapping the first born children of Gotham and killing them. Hurrah. Aiding his destructive rampage is Catwoman, a mysterious female who enjoys dressing up in tight clothes and wielding a whip. Oooh!

The only man psychotic enough to stop the carnage is Batman — a mysterious individual who enjoys beating up murderous criminals (which is just as well really isn't it?).

BAT RET

MODE 7? PAH!

The driving section uses the Mega-CD's equivalent to the Super NES' Mode 7. A special sprite scaling chip containing the Mega-CD's custom ASIC graphics chip enables screens to zoom in and out very smoothly and rotate too! This is seen in the intro screen where the action zooms in on the Batmobile. The scene then cuts to a view of Batman at the wheel. Custom sprite rotation's used to show Bats turning the steering wheel.






▲ *I like driving in my car, it's not quite a Jaguar — it's much better!*

*DRIVING SECTION FACTS

Ever played Roadblasters in the arcades? Well, the driving section of Batman Returns is very similar. Burn up the roadways and blast the Penguin's evil henchmen off the road! A quota of meanies need to be blown up within a strict time limit in order to progress.

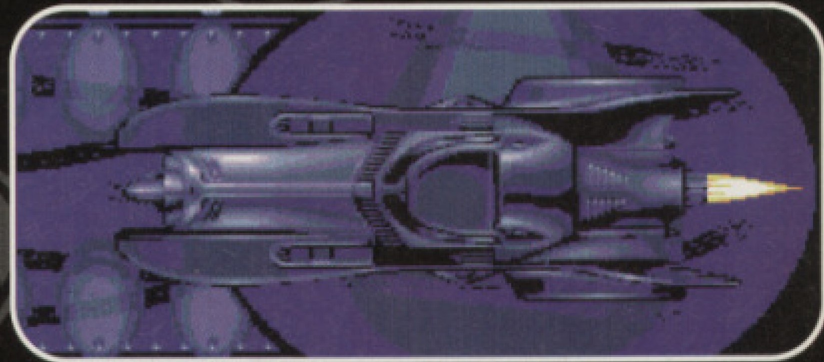


Armed with his assortment of bat-toys, including his awesome Batmobile, Batski and topper utility belt, he's a force to be reckoned with.

Batman Returns is split into two distinct sections. There's a mega driving section, where Bats drives around shooting people with his bat-cannon or bat-missiles as well as a platform section — which bears an uncanny resemblance to the Megadrive version of Batman Returns... Hmmm, intriguing.

MAN
URNS





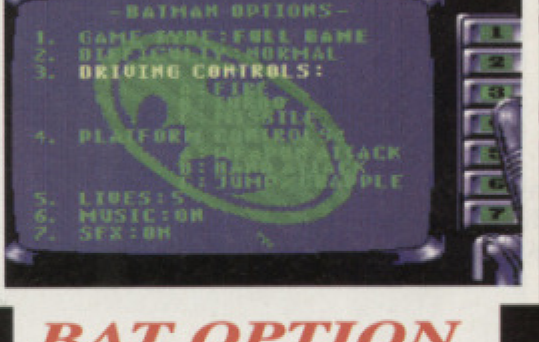
▲ *Batteries to power, atomic turbines to speed...*

THE BATMOBILE LOST A WHEEL...

The Batmobile is a tough piece of automobile manufacture for sure! Built into the bat-chassis are two formidable weapons. The basic cannon fires disc-shaped projectiles which cause a fair amount of damage and there are also special bat-icons to collect which endow Bruce Wayne's motor with some super homing missiles!



▲ *Launch missile!*



BAT OPTION COMPUTER!

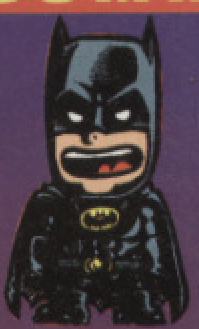
Even the options screen oozes class! Select OPTIONS from the title screen and you're granted access to the Bat Computer! This allows you to change the number of lives available, the difficulty level or the controls. Even Batman's very own finger makes a special appearance!

SPECIAL DRIVING TACTIC

The time limits for disposing of the Penguin's meanies are very tough indeed. If you're having problems, make use of this mini-tipette! Instead of blasting them, use the turbo to draw level with the offending meanie then ram him off the road! Should he hit a roadside obstacle, he's history! Hurrah! Roadside obstacles are actually useful in this game!



COMMENT

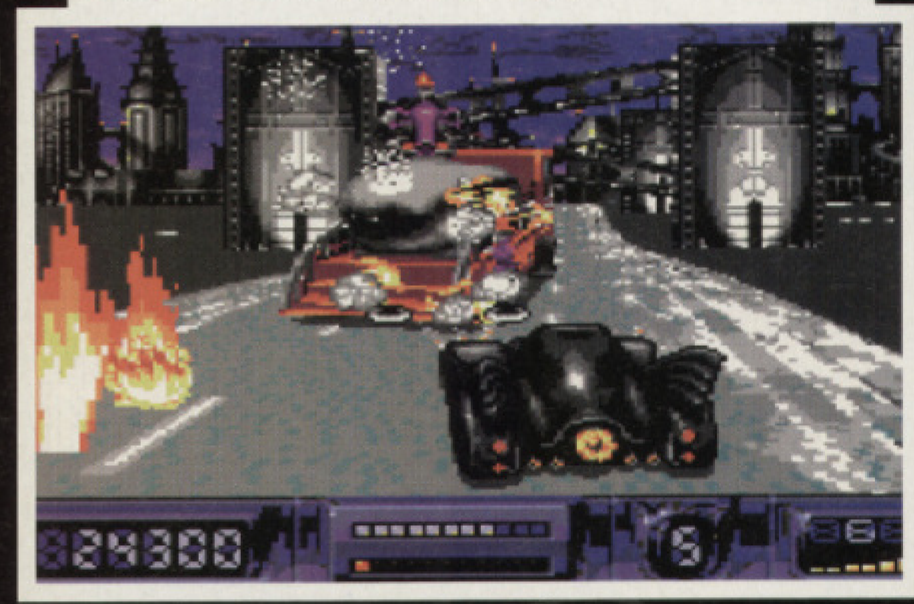


RICH

Oooooh this game is so skillful, I want to stop doing this and go back for another go NOW! Everything about the game is utterly fab. The graphics capture the mood of the films perfectly, with dark moody graphics and fab animation. The sound is great! The CD soundtracks are super, with upbeat sonics as well as atmospheric stuff like the film's. Even the option screen is great! The platform section is pretty good, much improved from the Megadrive Batman Returns, but it is the driving section that's going to be winning all of the awards! It is arcade quality, with super-smooth sprite-scaling that puts Super NES Mode 7 to shame. In fact, the effect is very similar to the fab Sega 3D coin-ops, like Outrun or Super Monaco GP. The game is tough too. The TRAINING level is over quite quickly, but NORMAL is exceptionally tough. However, the awesome graphics and sound keep on luring you back for more! This is a showpiece game for the Mega-CD. Buy it!

BOSS-STICK

Every third level brings along a road-based boss to destroy! These enormous vehicles usually need around 30 to 50 hits before they blow up. There's also that pesky time limit to consider as well. Should your time start to run out, it's tempting to shoot off your homing missiles and hope for the best! This is not the answer as sometimes precise shooting is required in order to defeat the boss.



▲ *The fire engine boss bites the dust in spectacular fashion.*

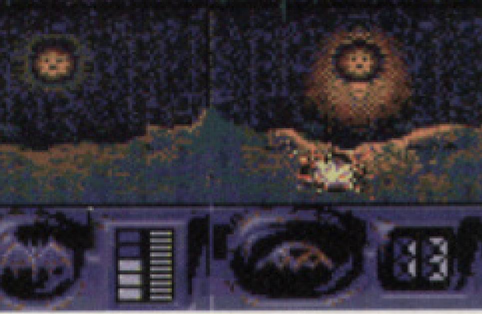




▲ *Beat the hell out of Catwoman.*

PLATFORM SECTION FACTS

Looks familiar? Well, the platform section of Batman Returns is much the same as the cartridge game reviewed in the Christmas issue of MEAN MACHINES. However, it has been tweaked and is a lot smoother and has far superior sound. Some fabby CD soundtracks back the proceedings as Batman fights his way through the Penguin's hordes and does battle with evil bosses!





▲ *One of the Penguin's evil bikers causes the Dark Knight a spot of bother...*

BOSS DRUM

There are plenty of boss-related characters for Batman to take on in Batman Returns. Of course, the likes of the Penguin and Catwoman make an appearance, but there are plenty more waiting in the wings, including a massive muscleman as well as some possessed statues that throw cogs and breathe fire at Batman!



THE BAT-BELT

Pressing START brings up the infamous Batman Utility Belt! Using this special waist-worn item, Bats is able to select four different types of batarang for use against the Penguin's fiendish punks. Look out for special robot bats that zoom in on our hero's enemies. Also included in the batarang line-up are homing batarangs and bombs! A special grappling hook enables Batman to take out meanies without using any other weapon. Batman's default weapon is the ordinary batarang. Loads are there for the wasting, but they have no special powers.





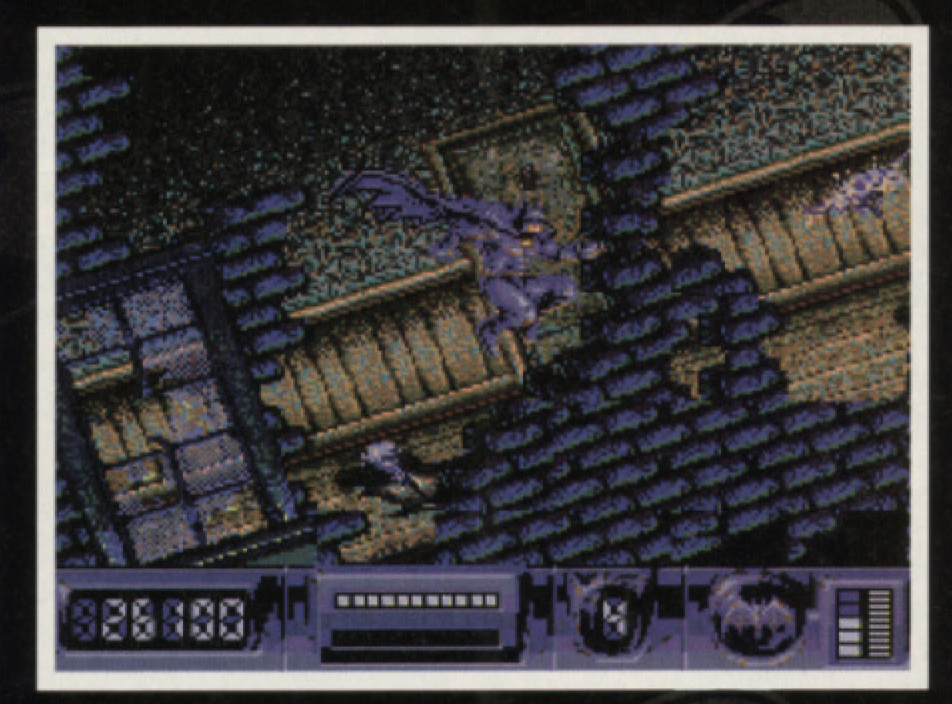
▲ *"Jump, jump!" Batman will make you "Jump, jump!" or something.*

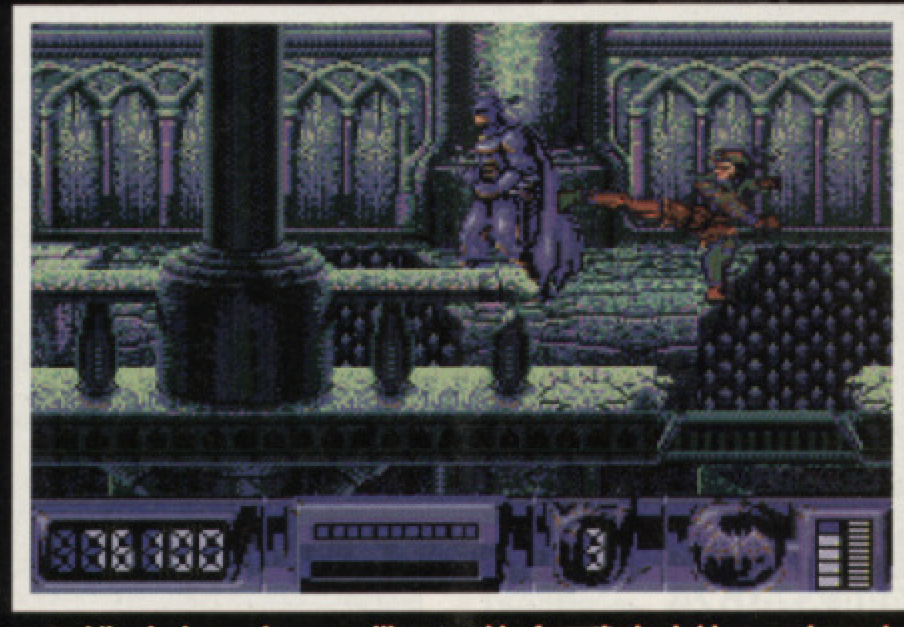
COMMENT



PAUL

With the platform sections of this game refined slightly for better playability and the spectacular driving sections also included, the CD version of Batman Returns is amazing! Which isn't to say that it's without fault, but it is a massive improvement over the basic cartridge version. This looks like the beginning of some CD/cartridge snobbery for sure when all the best bits are reserved for CD only. Another great feature that the CD has afforded this version is the classy presentation. Even the options screen is laid out like Bruce Wayne's computer terminal and is only one nice touch of many. The slow, slightly laborious nature of the platform sections is still there but the smoother gameplay makes this fault more forgivable now. Taking the wheel of the Batmobile is where the excitement's at though! It's fast, it's scary and incredibly tough! So far this is one of the best example of the Mega-CD's sprite scaling abilities! On the whole this is an outstanding game, so look out for it!





▲ *Luckily, the bat-underwear will protect him from the backside-crazed meanie.*

PRESENTATION — 88

▲ Pretty awesome front end — even the options screen is fab! The intro screens are quite good as well..
▼ Presentation on the platform level is a trifle on the sad side.

GRAPHICS — 93

▲ Fabulous. The driving section features some awesome 3D sections, with exceptional definition on the sprites and backdrops. The platform level has some great, atmospheric backgrounds and characters too!

SOUND — 91

▲ The CD abilities of the Mega-CD are put to great use, with some fabby music accompanying the action and some great explosion noises for the driving section!

PLAYABILITY — 92

▲ Super. Batman Returns is one of the most addictive games on the Mega-CD, with an arcade-quality driving section and an above-average platform game.

LASTABILITY — 89

▲ The TRAINING level is over quickly, but doesn't show you all of the levels. The difficulty in NORMAL mode is very well pitched, making for hours of top notch play.

OVERALL — 90

Finally we're starting to see some of what the Mega-CD can do! Batman Returns is literally two games in one package and ranks as one of the best Mega-CD titles money can buy.







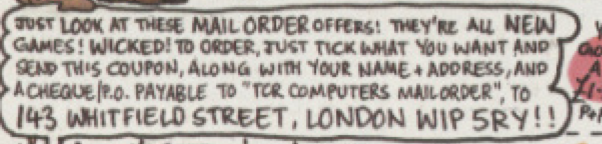




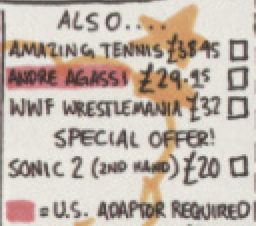
















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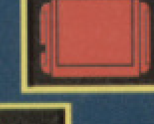
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OPTIONS

CONTROL: JOY PAD
CONTINUES: BATTERY SAVE
SKILL LEVELS: 3
RESPONSIVENESS: AWFUL
GAME DIFFICULTY: EASY

1ST DAY SCORE

PAR ROUND

ORIGIN

Golf is aN old sport, originating from Scotland. Jack Nicklaus is a talented exponent of the game, hence the endorsement.

HOW TO CONTROL

Choose your club first, then set up your golfer for the shot, aim the ball taking into account weather conditions and bob's your mum's brother. Or your dad's

- A START/END SWING
- B OPTIONS
- C SHOT TYPE
- S NO FUNCTION

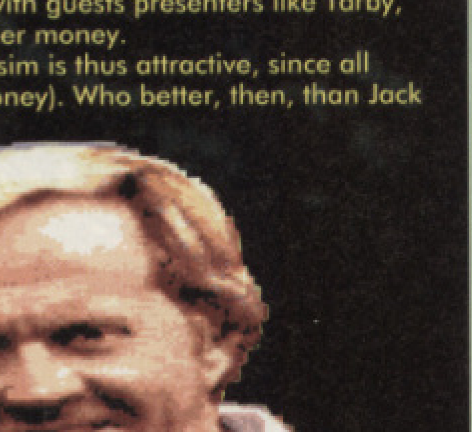
HOW TO PLAY

Hit the ball from tee to hole in the least number of strokes. The winner has the lowest stroke score over 18 holes.

JACK NICKLAUS POWER CHALLENGE GOLF

Golf is an exceptionally popular game, despite once being called 'the spoil of a good walk'. The problem is, it's so expensive to play. Costs may be listed as follows: one set of Slazenger chrome-plated clubs, one Tronk-9 caddie with Hoover motor, two pairs of sickly yellow nylon slacks with wide bottoms, one pair of spiky shoes with frilly bits, several 'improve your game' videos with guests presenters like Tarby, Brucie and Wogan, oh, and lots of beer money.

The prospect of a Megadrive golf sim is thus attractive, since all expenses are cut (apart from beer money). Who better, then, than Jack Nicklaus to front this particular contender from Accolade, as he's won just about every major gong in Golf's great trophy room. For your delectation he's assembled three championship courses on which to play Stroke or Skins games.



COMMENT

With PGA Tour well established as the ultimate in golf games, Jack Nicklaus had to work hard to compete. Sadly, it looks very much like the poor relation with its atrocious course graphics and unrealistic ball movement. It's a pity, because Jack Nicklaus matches it in most of its areas of presentation. There's plenty of stats, options for multi-player games, and even nice touches like the auto-caddy feature. The problem is, it's no fun to play. Despite the cluttered country setting, the holes don't really offer much of a challenge. The screen takes at least two seconds to update, which is an unforgivable delay on a 16-Bit machine. In fact, the whole affair is quite inferior to the C64 Leaderboard games of five years back, more's the pity.

GUS



SULTANS

Playing golf is refined by the variations in clubs and types of swing. Each player has 14 clubs, covering drives, chips

DRIVING

The most basic skill in golf is driving. A wooden-headed club is used to strike the ball off a raised tee. The aim here is distance, while maintaining a true line.

IRONS

Jeremies are for use near the pins, or in the rough. A wide range of irons, numbered 2 — 9, covers a large range. An iron gives greater control than a wood where the 'lie' of the ball is poor.

PITCHES

Two pitching clubs are included. The sand wedge is the perfect bunker club, and the pitch wedge is used for short arcing shots from the apron of the green.

PUTTER

The putter is the only club allowed on the green, the flat area around the hole. Putters have the least range, but offer the greatest control.

THREE CO

The three courses, Turn CC, Sherwood and Baltrusol are of the same type. Woodland courses feature a lot of water, sand hazards and twisting holes with greens obscured with tree lines.



S OF SWING

and putts. On the first two levels, the auto-caddy selects the club. On expert level, the choice lies with you:







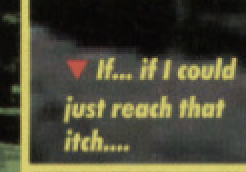
COMMENT

LUCY

I've always wanted to play golf — the thought of whacking seven bells out of small balls all day greatly appeals, as does careering around in one of those brilliant caddy buggies. When you first switch on Jack Nicklaus, you think you're in for a good ride — the presentation screens are excellent, as are the vast range of options (the auto-caddy is especially appealing to rank beginners). But then you begin to play. The graphics of the actual courses are sadness incarnate — badly drawn and blocky as hell. Now, even that wouldn't matter too much if it wasn't for the game's major flaw — the unbelievably irritating delay between shots which is the height of tedium and soon makes you lose interest in the game. There really isn't any excuse for this type of flaw and Accolade has shot itself in the foot by releasing Jack Nicklaus without correcting it. Forget this, go for PGA Tour Golf II instead.

PROFILE SHOTS

Before you tee off, create your own player. Name, sex and skill level are offered, along with a selection of badly attired player sprites. Female players tee off from a position nearer the hole, as they drive shorter. There's a battery save for player stats and their best performances.



▼ *If... if I could just reach that itch....*

A SKINFUL

Jack Nicklaus features one to four-player action, with any amount of positions going to computer players. Games are based on stroke play (ie all the shots are totalled). The alternative is the two-player Skins game, where money is awarded per hole for the player completing it with the least strokes.



LONG TERM REPORT	
HOUR	■■■□□
DAY	■■□□□
WEEK	■□□□□
MONTH	□□□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	■□□□□
CHALLENGE	■■□□□
ACTION	■□□□□
REFLEXES	■■□□□
ORIGINALITY	■■■□□

URSE GAME

Unlike seaside or 'links' courses, the fairways tend to be flat and lush, but on these courses features like boulders have been placed in the midst of the fairway to add interest.





PRESENTATION 87

▲One to four players, a Skins game option and lots of viewpoints and tweakings to manipulate. Plus a battery back-up.

GRAPHICS 39

▲The player's swings are quite realistic — looking like roto-scoped images.
▼The rest of the graphics are awful. The ball has no perspective and the scenery is extremely blocky and dull.

SOUND 49

▲The odd 'ooh' and 'ahh' from a mysterious crowd who are otherwise invisible.
▼Not much in the way of other sounds of the great outdoors.

PLAYABILITY 56

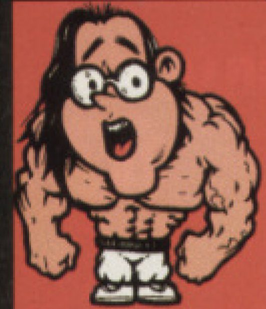
▲A couple of rounds of each course with a few friends is not too taxing.
▼The update makes the game slow; the graphics make it equally unrewarding.

LASTABILITY 48

▼Three courses is one less than PGA, and they are all pretty samey. The gameplay is very staid.

OVERALL 53

With the serious competition around, this is well below par by comparison. Treat it like any other course hazard and aim well clear.



Well, here we are at this month's charts extravaganza, the best bally block of lists in tarnation. Not only does it feature the best in all games-related charts, it's also got a little picture of me in one corner. Who could ask for anything more, gentle readers? Yeah, well alright, maybe you could ask for more. Okay, tell you what, I'll put in some "wacky" "zany" charts to make it all a bit more fascinating for non listophiles. Anyway, that's this space well and truly filled. Until next month, tatty bye. RAD XXX

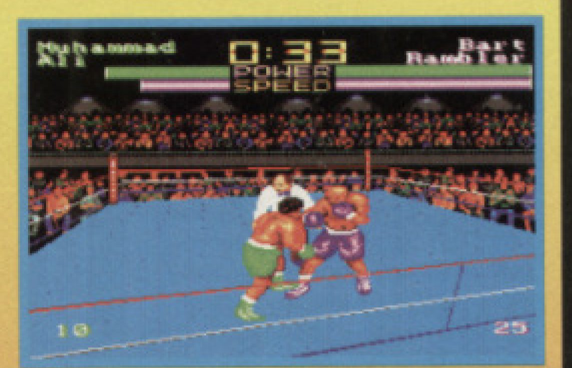




MEGADRIVE

1. FLASHBACK
2. SONIC 2
3. STREETS OF RAGE 2
4. ECCO
5. GLOBAL GLADIATORS
6. TINY TOONS
7. MUHAMMED ALI
8. THUNDERFORCE IV
9. WORLD OF ILLUSION
10. BATMAN RETURNS

Ecco slips down a shocking number of places as Flashback takes a grip on the charts — in for a lengthy stay at the top methinks. The groovy Tiny Toons and Global Gladiators also make appearances. Thankfully G-LoC has dropped out and the horrid Batman Returns is plummeting like a stone.



▲Muhammed Ali sticks it to 'em in his very own boxing game.



▲Mickey and Donald suffer from a severe case of wind in the most excellent World of Illusion.



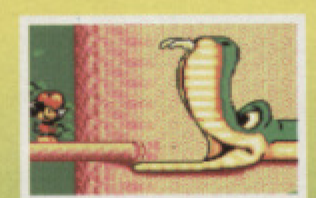
▼The plucky Conrad Hart is a shadow of his former self in the utterly fab Flashback.



▲Do your biceps always bulge like that or are you just pleased to see me?

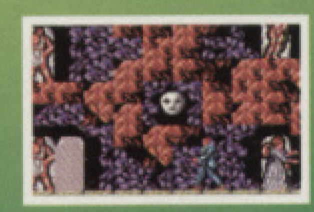
MASTER SYSTEM

1 KRUSTY'S FUN HOUSE
2 MICKEY MOUSE 2
3 GLOBAL GLADIATORS
4 MASTER OF DARKNESS
5 SONIC 2
6 SUPER KICK OFF
7 THE SIMPSONS
8 LEMMINGS
9 TAZ MANIA
10 SPEEDBALL 2



▲An apple a day keeps Mickey out of the smelly brown stuff.

▼How come the Master of Darkness has to wear David Icke jumpsuits?



The top quality Krusty's Fun House streaks to the top, knocking off the super skill Mickey Mouse II. The all right Global Gladiators also makes an appearance, and the rest of the chart is just shuffled around a bit from last month.

GAME GEAR

1 STREETS OF RAGE
2 MICKEY MOUSE 2
3 SHINOBI 2
4 SONIC THE HEDGEHOG 2
5 ALIEN 3
6 TAZ-MANIA
7 LEMMINGS
8 DEFENDER OF OASIS
9 BATMAN RETURNS
10 INDIANA JONES' LAST CRUSADE



▲Mickey Mouse branches out onto the Game Gear.



Very little change on the Game Gear chart — Mickey 2 hits the second spot and Lemmings and Taz swap places. Hopefully the forthcoming batch of Game Gear goodies should shake this rather staid little table up a bit next month.

1
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7
8
9
10

10 CHARTS

STAFF CHARTS

THUNDERHAWK
It's very nearly finished and all of us in the office are in paroxysms of pant-wetting. Not because Thunderhawk is so good, mind you, it's because the lock on the toilet door's jammed.

RANGER X
One of the classiest shoot 'em ups on the Megadrive Ranger X (aka Ex-Ranza) sports smart graphics and loads of frenetic action. And big robots.

FINAL FIGHT CD
Hooray! The Mega-CD kicks off at at last with an incredibly close conversion of the ultra-popular arcade beat 'em up. Huge sprites and plenty of violence mean this game will lead to the breakdown of morality and social behaviour in the youth of today. Or something.

SILPHEED VR
Another great showcase game. Like Thunderhawk, Silpheed really shows what the Mega-CD can do when it's applied properly, and hey — it's a darno fine game too.

MICRO MACHINES
With an official release imminent this has risen up in the charts in a vain hope to get me a free copy. But it's still one of the greatest games ever, and one which should be purchased as soon as it hits the shelves

TINY TOONS
Wickle fwuffy Buster's adventures are still very popular here at MEAN MACHINES, and this is one of the most challenging and enjoyable platformers to reach the Megadrive in yonks.

MICKEY 2
Rejoiceth unto the Master System, for lo, good games shall appear in a bundleth, such as Mickey of Mouse 2, a great platform game, and yea verily, also Streets of Rage, with a hey nonny no.

SHINING FORCE
Console role-playing doesn't get much better than this fine title. Takes a bit of getting into, and it might not be for real hardcore blast-heads due to a lack of serious killing, but it's still smart.

MUHAMMED ALI BOXING
Yep, we still like this one, what with it being the best video game translation of boxing ever, and having loads of moves and great tactical play and all that.

MASTER OF DARKNESS
It's a few months old now, but Master of Darkness is still highly recommended to Master System-owning platform fans, especially those into the famous Castlevania series.

ANDY MCVITTIE'S TOP TEN PUB SINGER ANTHEMS

1. KING OF THE ROAD
A soulful rendition having more in common with the Proclaimers' classic cover than the original, providing of course the Proclaimers had their ears removed beforehand.

2. THEMES FROM HAWAII FIVE-O/ NEWS AT TEN/ CORONATION STREET
A medley spanning all the classics of TV. The slow spread of the lyrics from the sensitive "Hawaaaiii Five-oooo, Hawaaaiii Five-oooo" to the dramatic "Here is the ne-ews a-a-at Te-en" ending with the sultry yet melancholy "Co-o-ron-nationstreet, Co-o-ron-nationstreet" makes them come alive.

3. AMERICAN TRILOGY
Bellowed with a tear in the eye and a hand to the head salute-stylee, this is Andy's touching tribute to the American Dream. And Elvis.

4. LIKE A VIRGIN
Something Andy would know a lot about, this slinky number is completely transformed when the McVittie Pub Machine gets ahold of it.

5. I SHOULD BE SO LUCKY
By the simple use of an industrial vice Andy can hit the high notes required for a faithful, yet somehow tear-jerking, cover of the Kylie classic.

6. NO LIMIT
A fine Elvis salute here, equally honouring those maestros of modern music, 2 Untalented in the style of the portly burger-eating American icon.

7. IT'S A FINE DAY
Opus III's popular modern hit "Yyyyyyyyt's a fiy-eene dayyyah" must truly be one of the office favourites thanks to good old Andy.

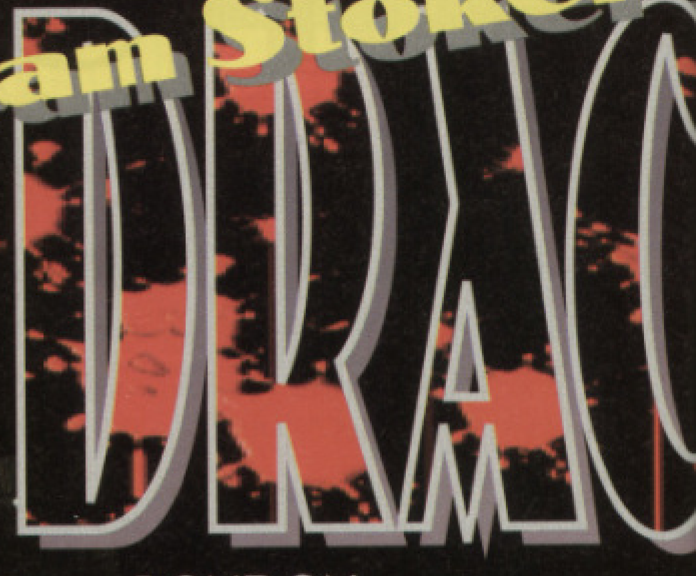
8. MY WAY
Well, we assume it's My Way, sadly Andy's grasp of tunes is pretty limited, and since he can't remember the words after the third line it's anyone's guess really.

9. MISTER LOVER MAN
"Biddly biddly bong Shabba!" exalts our man when in a good mood, before parading around the office in his dressing gown going on about the size of his...yes, well anyway, we like this one.

10. THAT FINE YOUNG CANNIBALS SONG
Andy pulls off a fine impersonation of FYC vocalist Jimmy Sommerville (eh? — Rich), with some marbles in his mouth, when belting out that one by Fine Young Cannibals. Hooray for the plucky chap.

BEAT 'EM UP CHART

1	**STREETFIGHTER 2** Obviously, this is going to be the greatest thing to hit the Megadrive yet. A chipping conversion of the world's most popular game.
2	**FINAL FIGHT CD** Wahey! It's great! One of the best beat 'em ups from the arcades receives the perfect conversion it deserves. Well worth the cash.
3	**STREETS OF RAGE 2** A very slick and polished game with loads of moves, loads of enemies and stacks to do throughout. The graphics are also of a high standard and for once a game which really lives up to the hype.
4	**CYBORG JUSTICE** Although it has an air of unfinishedness about it, this robotic beat 'em up from the creators of Ecco is still great, particularly in two-player mode.
5	**MAZIN WARS** Initially a bit pants, but after a few goes Mazin Wars blossoms into a great example of beating 'em up.
6	**MUHAMMED ALI** Not quite strictly a beat 'em up, but hey, it's a game where you hit people so there's not really that much difference when you think about it, is there?
7	**FATAL FURY** Yah boo sucks to Super NES owners, because this is better than their version! Ha! Hahaha! It's not a bad game this, especially for a Neo Geo conversion.
8	**STREETS OF RAGE** The original classic Megadrive beat 'em up is now available in a handy portable-size Game Gear version. It loses little in translation, although the controls are a little fiddly.
9	**GOLDEN AXE** Dead, dead old, but one of the games which sold the Megadrive all those years ago. It's still groovola even by today's standards, although it's a bit too easy nowadays.
10	**10. LAST BATTLE** Err, no, I don't think so...











PRICE	TBA
BY	PYSGNOSIS
RELEASE	SEPTEMBER

OPTIONS

CONTROL: JOY PAD
CONTINUES: UNLIMITED
SKILL LEVELS: 1
RESPONSIVENESS: BAD
GAME DIFFICULTY: EASY

1ST DAY SCORE

56,700

ORIGIN

This CD game borrows footage from the recent Dracula movie, and revisits the film's location. Dracula was originally the creation of Bram Stoker, 100 years ago.

HOW TO CONTROL

I wonder what this control method is like? Well let's see... Hmmm... Punch and kick the nasties as you explore Dracula's castle. Blimey!!!

- A JUMP
- B PUNCH
- C KICK/Run
- S PAUSE

HOW TO PLAY

This is a seven stage scrolling beat 'em up, each of which climaxes with a battle against one of Dracula's forms.

The mortal world is plagued by a set of immortal forces. Pain, Love, Evil: each astounds us with its infinite ability to survive and return to torment further generations. The vampire is the crux of all these conflicting powers: intensely passionate for blood and cruel as only a dry soulless corpse can be.

The afflicted time is Victorian London. The demon comes in the form of Prince Vlad, of the ancient order of the Dracule. He yearns for the soul of Mina, and has already imprisoned her betrothed, Jonathan Harker, in the dungeon of his Slav fortress. A ship bearing Dracula in the fetid earth of his homeland bears him towards England and Mina, whilst Harker fights three monstrous undead maidens. The seven levels of this Gothic beat 'em up follow his struggle to save Mina's soul, and thwart the love that never dies.

LONDON

Harker, having escaped Transylvania, races to England to find Mina's country house infested with hordes of the undead. Outside the manor, vermin of the night attack the young man, as undead creatures create mysterious lightning bolts.

The view swings inside, as Harker progresses through the manor, exposing0 four-poster beds, living suits of armour and headless Elizabethan ancestors (?).

TRANSYLVANIA

It doesn't take long for Harker to experience Dracula's withering fear. He is first clawed by falcons as he crosses perilous chasms. When he reaches the castle he finds a labyrinth of corridors before locating Dracula's crypt. Overcoming his magical powers, Harker chases the Prince into the dungeons, but runs into venomous spiders, rats and vampire maidens which beckon irresistibly.

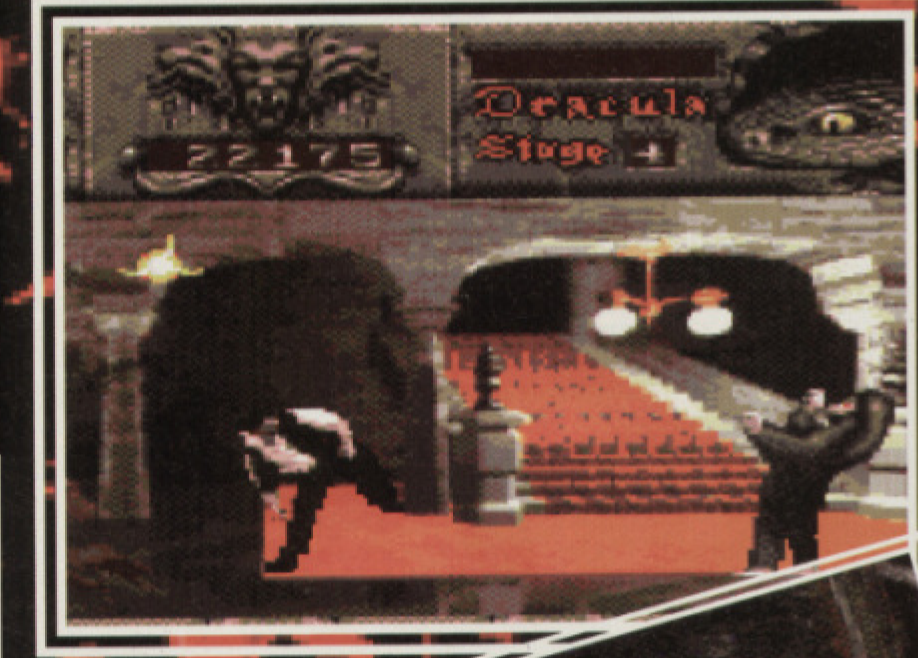


▲ Harker is a real hit with the ladies!



▲ Take my head. Please...





▲ Thrrpp! Quick, get me a match...



▲ Ow! I've fallen over...

THE CRYPT

Harker seeks Dracula and his cohorts in their crypts. He first crosses the Graveyard in search of Lucy, Mina's friend, who has already succumbed to the Prince of Darkness. In the splendour of her mausoleum he aims to reclaim her eternal soul.



LONG TERM REPORT	
HOUR	
DAY	
WEEK	
MONTH	
YEAR	

BREAKDOWN	
STRATEGY	
CHALLENGE	
ACTION	
REFLEXES	
ORIGINALITY	

DRAMATIC MOMENTS

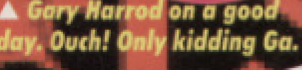
At the end of levels or between stages, digitised scenes from the Movie are shown. Normally, full motion video like this only occupies a small screen area, but Psygnosis have decided to run it full screen. Increasing the impact, but at the cost of detail and clarity. However, these 15 odd minutes of video are non-interactive and basically decorative.

COMMENT



LUCY

Alas, this game is, in the main, a load of old tosh. I wasn't a big fan of the film — it looked great but the actual plot was less than thrilling. Similarly this game. The graphics are extremely impressive with the Mega-CD being used to the full to make it all look great. It just seems a shame that so much work has been spent on this aspect, but apparently none on the gameplay. It's just so dull! Harker is as wooden as he was in the film and the tedium of the age-old formula of running along hitting the occasional vermin is beyond belief. A massively missed opportunity and not to be recommended.



▲ Gary Harrod on a good day. Ouch! Only kidding Ga.

COMMENT



GUS

All the good work that has been done on the graphics is negated totally by the naff game behind it — A beat 'em up that does no justice at all to a magnificent movie. This game stuns with its complete lack of imagination and even irrelevance to the concept of Dracula. The head-lobbing spectres are just the limit. I hope some of the pioneering effects that deserve credit will make their way onto other games, but otherwise Dracula needs a good dose of the rough-hewn stakes.



▲ "The dog sees the ball. The dog chases the ball" Great book this.



SPOOKY EFFECTS

Dracula has some noteworthy graphic effects. The character animation has been rotoscoped. The backdrops to each level are actually digitised stills of models. These are manipulated in all sorts of fancy ways. For example, as you walk through the castle, your viewpoint swirls through 90 degrees as you enter each room. There's constant use of scaling and rotating between stages.

PRESENTATION 91

▲ ALots of exceptional touches, with a narrator and tons of film footage.
▼ The unlimited continue system is badly thought out.

GRAPHICS 85

▲ Some very tasty RISC chip doings on the CD— rotatorama!
▼ The animation is not as good as expected. Some of the graphics are a bit shoddy.

SOUND 70

▲ The narrator's voice is very atmospheric, and the original score is used.
▼ In play, the game offers virtual silence, apart from crap FX.

PLAYABILITY 41

▼ Very poor with virtually no redeeming features. Bland, basic beat 'em up, with frustratingly poor responsiveness. Zero depth or game development.

LASTABILITY 40

▼ The game's most alarming feature is the ability to rocket through the majority of the not-too long levels in one session.

OVERALL

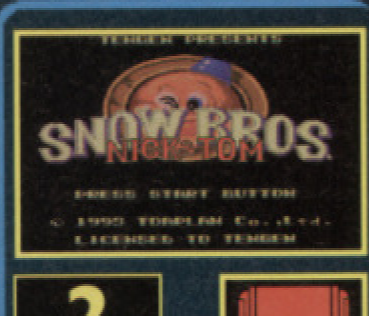


51

Dracula's as likely to drain your will to live as your wallet. Pass the garlic, Mater.



SNOW BROS NICK & TOM







PRICE	£39.99
BY	TOAPLAN
RELEASE	IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 2
RESPONSIVENESS: FAIR
GAME DIFFICULTY: EASY

1ST DAY SCORE

2065220

ORIGIN

Toaplan's Snow Bros for the Megadrive is a close conversion of their coin-op of the same name.

HOW TO CONTROL

Nick and Tom run left or right in response to those directions being pressed on the D-pad. Any climbing or falling is achieved by jumping up to and falling down from ledges.

- **A** Throws handfuls of snow.
- **B** Makes Nick or Tom jump.
- **C** Throws handfuls of snow.
- **S** Starts and pauses the game.

HOW TO PLAY

Encase Nick and Tom's enemies in giant snowballs and roll them around the screen attempting to trap others for extra points. Collect the potions that occasionally appear for extra speed and strength.

The heroes of the average platform game are usually warm and friendly but Nick and Tom Snow are as cold as ice. Hardly surprising since they're snowmen. Naturally it's hard for such chilling dudes to find girlfriends — most of their dates end is disaster as the maidens run screaming to their mothers, hands frozen and clothes dripping. Luckily the daughters of a wealthy textiles merchant, who get free thermal underwear, have taken quite a shine to the Snow brothers and together they spend happy hours rolling snowballs and sampling strange potions.

Alas, such joy never lasts and one local bad-guy, while collecting a supply of black capes from the merchant's home, kidnaps the two daughters! The merchant pleads with Nick and Tom to his rescue his treasures.

Now the boys are putting their snow-chucking talents to more effective use against Local's hench-fiends over six levels of snowballing platformery. Let's ball!

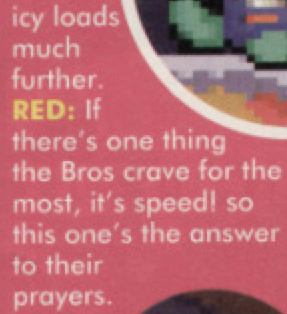
Lance it, Now!

Bleugh!

CATCH MY DRIFT

Most enemies would laugh at the idea of being attacked with snow. Not so for these baddies, as snow sticks to their hides like nobody's business! Nick and Tom take advantage of this by encasing their enemies in giant snowballs! These frozen fiends are then pushed and sent tumbling into the others for mucho pointos! Should the lads feel like it they may hitch a ride on a snowball and direct it wherever they please!

THIS'LL WARM YERS UP!



At the start of their quest, the Snow Bros only possess the most basic of snow-producing capabilities. But they upgrade their attack method by means of skill. Rolling snowballs onto Bad-Guy's lackeys sometimes reveals a bottle of potion. There are four types of potion in all and here is a list of their effects.

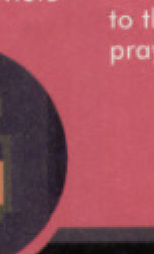
DARK BLUE: Enlarges the Bros' snow throwing capacity, turning their little handfuls into stonking great fistfuls.

LIGHT BLUE: Some drinks are said to expand the mind, this one expands the whole of the Bros' bodies for invincibility!

YELLOW: Enables the Bros to shoot their icy loads much further.

RED: If there's one thing the Bros crave for the most, it's speed! so this one's the answer to their prayers.

















COMMENT



PAUL

This is an amazingly addictive game even though it's easily beaten. Even after the end sequence there's still the compulsion to go back and try for better scores. Another point in this conversion's favour is it's so close to the original coin-op. As the arcade machine was and still is so popular, being able to acquire this cart for a mere £40 is a bit of a bargain. Still this style of platform game isn't every one's cup of iced tea. So, while it's a lot of fun, especially for two players, even the HARD difficulty setting fails to add any significant stretch of life-span to its value. All in all, a solid title but there are many other new titles about, more demanding of people's cash.

BOSSES

Gasp at the array of bosses garnered from every tenth level. Boss one is not much trouble, only throwing minions from left to right. The second adversary is a mortar-bearing toad that takes some beating. After that it's a weird trip through googly birds, fire monsters and bubble-heads.

1

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7



▲ Oh, ma mere! L'homme de glaces est en danger!

FROZEN VEG

Should the Snow Bros take too long in clearing a stage a ghostly Jack o' Lantern arrives on the scene and hurries them along. It does this by releasing pesky ghosts all over the play area. There's no way of killing the ghosts — they are, after all, quite dead already — and so the best the Bros can do is stay frosty but not take things too easy.

▲ Looks like someone forgot to wipe their botty properly!

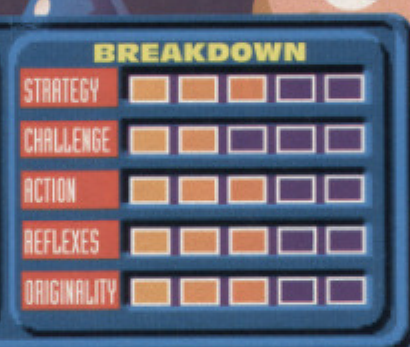


▲ The perils of a baked bean breakfast demonstrated.











SNOWBALLING SCORE

There are two ways of accumulating a high score in Snow Bros, aside from the usual points from snowballed enemies.

Smiley Face: Upon collecting the Smiley Face icon a gang of magical smiley faces drop from the top of the screen, changing the scenery's colour as they do so. When wrapped up in snow, these faces develop a nasty abscess in the form of a letter — an S, an N an O or a W. In case you haven't guessed these form the word SNOW. Once the word is complete a massive bonus is collected!

Multi-hit bonus: By successfully rolling a snowball over a complete screenful of enemies, bonus tags fall to the bottom of the screen. They only remain for a short period of time, though, so speed is essential.





▲ Please love me, I'm an icon.



COMMENT

GUS

What a beezer of a conversion! Put this cart and the coin-op together and you'd be hard-pressed to spot the difference. The zany graphics are bang on, and the game plays as smoothly as it did in the arcade. The one snag is the amount of easy screens which (exactly like the arcade version) allow you to whiz through big chunks of the game on a single sitting. Eighty levels sounds a lot, but each one has a stringent time limit, forcing you to race through the game. The gameplay is brilliant, though and I'd recommend Snow Bros to firm devotees of the arcade version, despite being a bit easy.



▲ Aarrgh! Trapped in Joe 90's cage-type thing!

PRESENTATION 78

▲ An almost exact replica of the coin-op. The option to alter the difficulty and sample the music.

▼ The coin-op is now getting on a bit, the attract screen is very basic indeed.

GRAPHICS 82

▲ The graphics mirror their arcade counterparts almost perfectly. The sprites are colourful and smoothly animated.

▼ Compared with games like Sonic II, Snow Bros graphics look quite limited.

SOUND 77

▲ Plenty of jolly tunes of the type that make a grown man puke, but suit Snow Bros down to a tee. There are also many colourful sound effects.

PLAYABILITY 89

▲ A 'just one more go' type of game, more so because of the fluid controls.

▼ The password system takes away some of the fun of progressing through the game.

LASTABILITY 68

▲ Though the game is easily played, mastering each level is a hard task. Those with a tendency towards point-grabbing need look no further.

▼ The game is easily completed within a day.

OVERALL 83

A great conversion of a classic game. Without the passwords the challenge level is pitched just right. Ignore these and this is definitely worth a look.

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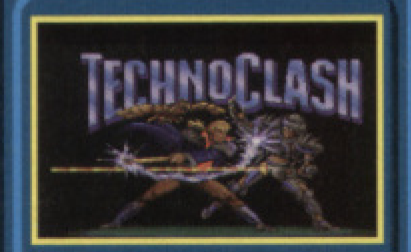
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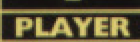
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TECHNOCLASH









PRICE £39.99

BY ELECTRONIC ARTS

RELEASE JULY

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3 (COLLECTIBLE)
SKILL LEVELS: 1
RESPONSIVENESS: OK
GAME DIFFICULTY: EASY

1ST DAY SCORE

LEVEL 5

ORIGIN

Technoclash is an original game concept. However, the presentation resembles the Crackdown/Gauntlet viewpoint, and the story has echoes of Terminator.

HOW TO CONTROL

What game has a control method that involves guiding your player around, colecting magical power-ups and generally killing all enemies? Technoclash, that's what.

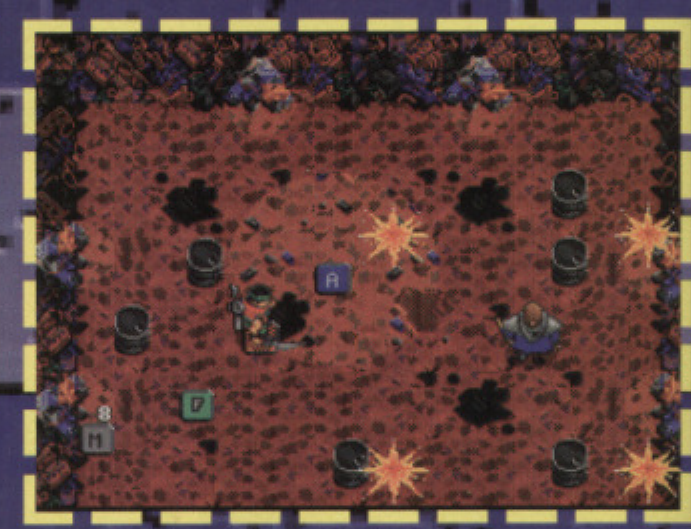
- **A** SWING STAFF
- **B** CAST SPELL
- **C** SELECT SPELL
- **S** STATUS SCREEN

HOW TO PLAY

Follow the instructions for each level from the safe haven. Guide Ronaan and his guardian round the maze levels.

Who'd be stupid enough to follow a strange machine-man through an intergalactic time warp? Ronaan and his cronies have come from an unpolluted world that banished machines years ago. Anyway, they follow a mechanical impostor spotted on their planet into a warp which takes them to Las Vegas, circa now. Ronaan is unable to locate a return portal. If that wasn't enough, they've got a whole host of barmy robot creatures out to get them. So it's up to you tohelp. Kill the robots, find the portal and send this bunch of cosmic snobs back from whence they came.



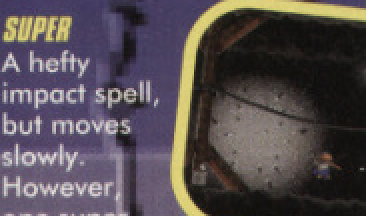


SPEAK AND SPELL

Magic is the core defence of Ronaan's band. Arabis, his tutor, has taught his charge nine offensive magical spells. Ronaan has a basic spell, which he may cast indefinitely. All other spells come in limited batches. Ronaan needs to locate more supplies once he's cast them all.

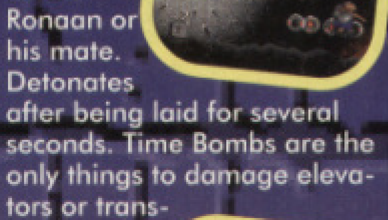
LIGHTNING
A fast spell with a long range. The lightning beam has only a limited effect on larger enemies, but is devastating to lower-level ones.

SUPER
A hefty impact spell, but moves slowly. However, one super spell destroys several enemies if it lands amongst them.



ANGLE
The energy pulse of the angle spell looks like a boomerang. It bounces off walls as it travels, and moving the joypad directs its path of travel.

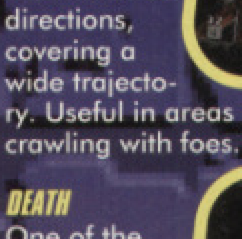
TIME BOMB
This is the only spell which harms Ronaan or his mate. Detonates after being laid for several seconds. Time Bombs are the only things to damage elevators or transporters.



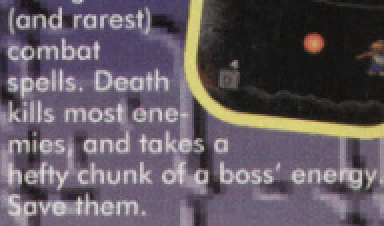
MONDO MAJOR
A very odd name for a spell which is basically a smart bomb. Does not automatically destroy every on-screen creature, but weakens them considerably.

HOLD
A circle of energy which immobilises its target.

WIDE
A fireball spell, but one which spits them in three directions, covering a wide trajectory. Useful in areas crawling with foes.



DEATH
One of the strongest (and rarest) combat spells. Death kills most enemies, and takes a hefty chunk of a boss' energy. Save them.



BASIC
The fallback spell. Basics may be powered up to a rapid-fire status, if the appropriate 'B' icon is located.







▲ *"Don't try anything cute. I've got a 12" school ruler and I'm not afraid to use it!"*



HEALING HANDS

There are four defensive spells, less interesting to look at, but darn useful. 'Heal' restores your energy bar; 'Levitate' allows you to cross otherwise perilous gaps; 'Invulnerable' gives you a few seconds of immunity from attack; lastly, 'Teleport' takes you to the safe haven, where Arabis is waiting to heal you.

FRIENDS FOREVER

Ronaan starts each level from a safe base called a 'Cheltor', which heals him or sometimes offers clues. Choose one of two heavies to accompany his romps. Shall it be the strong, silent thug, or the brainy wizard? Whichever you choose, place them close by to act as bodyguards. Alternatively, choose an offensive attitude for them, which makes them attack nearby enemies. The last option is 'Shadow', when they follow Ronaan closely, but don't use their weapons.

THARRG

He's a barbarian, which means he doesn't use spells. Thargg's broadsword is always handy to have as a back-up, and once powered up, he's devastating.



CHAZZ

Despite his sad name, Chazz is a competent wizard, with powers comparable to Ronaan. He also teleports when Ronaan levitates across gaps.



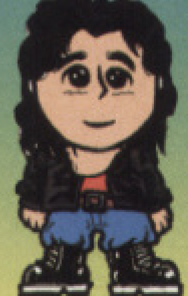
▲ *Wahey! It's Pontefract cake land!*



▲ *I, Tronk 9. Oh sorry, wrong game...*

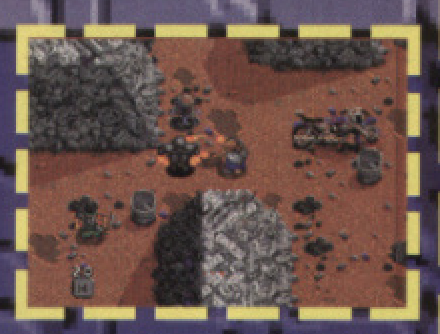


COMMENT



LUCY

It's a nice idea and wielding my magical muscles for the first level was good fun. But by level two my attention had started to wane, but I persevered only to be told that I couldn't leave the level until I'd located and battered a hitherto hidden boss — how tedious. I played a few more levels of this game but my opinion remained the same — good graphics, sounds awful, has a nice range of spells but gameplay-wise it's fairly tedious. Not really worth the dosh.



▲ *Look Tronk, just go away will you.*

COMMENT



PAUL

Leave the unconvincing plot aside. Let's get down to the meat of the action. Despite having loads of spells, and reasonable graphics, playing Technoclash is a matter of going through the motions. The second level is a trudge to locate four cards, and then a search for something to fight. Level three is even more long-winded. Okay, with only seven levels, you would expect them to be long, but the game seems to become an inconvenience on the way to the end sequence. This is not bad, just mediocre.

PRESENTATION



76

▲ Spell selection has been done sensibly. Choice of fighting partners.
▼ The game lacks much needed skill differentials.

GRAPHICS

79

▼ The music is pretty dire, and the game keeps issuing metallic boings, hisses and other odd nervous sound FX (for no apparent reason).

SOUND

43

▲ A wide selection of war themes and rural melodies greet the ears.

PLAYABILITY

74

▲ The action is initially engaging.
▼ The aims of the game sometime are a bit oblique. The amount of heals littered around make progress all too easy.

LASTABILITY

65

▲ The game seems to jump a gear from level four onwards.
▼ There are only seven levels, and passwords coupled with continues won't leave them uncracked long.

OVERALL

68

When all the nonsense about Tharggs and 'machine men' is swept aside, this is nothing but an average exploration game, with a short game life.

B.O.B



1 PLAYER

PRICE	£39.99
BY	ELECTRONIC ARTS
RELEASE	JULY

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

30 % COMPLETE

ORIGIN

Bob is character created at EA, and his game is a mix of platform shooting influences like Alien 3.

HOW TO CONTROL

Well, it's just your basic run, jump, duck and shoot-type affair really. Many weapons are available on a limited supply and are accessed via the START button.

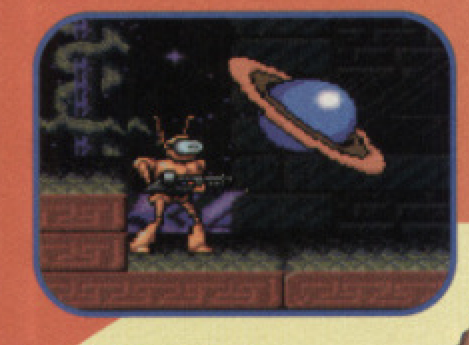
- A SPECIAL ITEM
- B FIRE
- C JUMP
- S ITEMS MENU

HOW TO PLAY

Guide Bob from the warp at the level start to the one at the end. Shoot aliens and negotiate hazards.

Ever wondered how the Space Shuttle is kept secure? There must be a million people gagging to take it for a joyride. However, NASA developed a special crook-lock. Centuries later, Bob's dad is rueing the day he forgot to stick his own anti-theft device on his interplanetary Escort. Bob's taken the car so he can meet his gal, but, crash! A meteor just seemed to jump out at him...

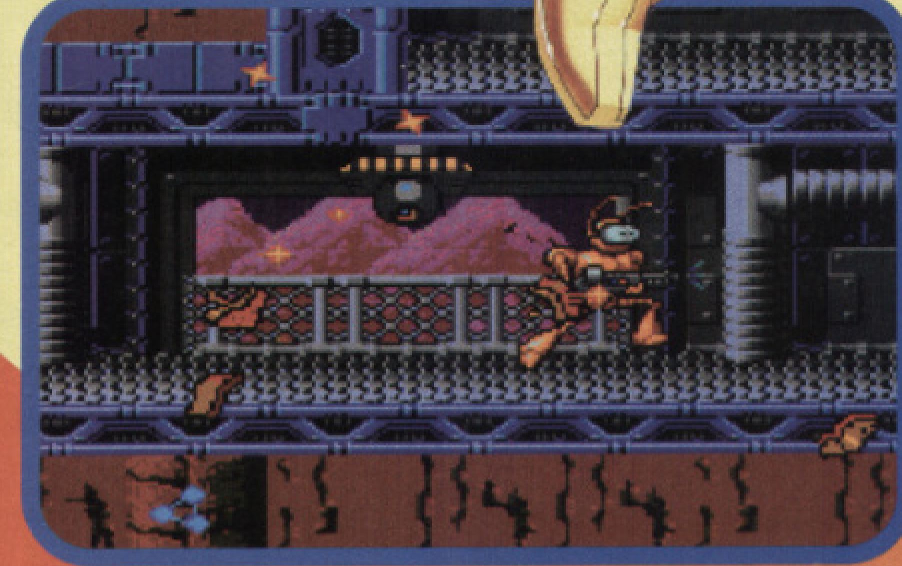
After Bob comes round, he discovers that this meteor is a weird place, with lava lakes, robots and aliens. Luckily for Bob, Pop had remembered to load helicopter packs, assorted weapons and smart bombs into the boot. In his effort to return to civilisation, Bob's going to find uses for them all...



HOME AND COUNTRY

SLIME CAVES

Bob's adventures take place in two types of scenery. In the caves, the surroundings are slimy, and lava pools form wide hazards. All the aliens have a drippy demeanour, and hang from roofs, waiting to fall on an unsuspecting Bob.
In the futuristic citadel, electric forcefields line walls and ceilings, offering death to Bob. He also has the rare chance to recharge his metallic self in the wall recesses.



▲ *Aiee! Obvious captions approaching. Run!*

▲ *Hello, I'm BOB. Please don't be alarmed by my big gun and grim demeanour. I'm normally quite a pleasant chap, actually.*

COMMENT



GUS

Despite attempts at a wacky plot, the dull character of Bob and his 'witticisms' made my fillings tingle. Although the game is large and well constructed, it is forever verging on the hopelessly inane. For example, a positive feature of the gameplay is the large range of weapons and items to use; the corresponding negative is the feeling of a lack of progress after using these items level after level. It may have seemed a good idea to construct a massive game, saving memory by using the same graphics repeatedly, and Bob is good value for money in that sense. However, big isn't always beautiful, and coming from EA, Bob looks a slightly below par effort.



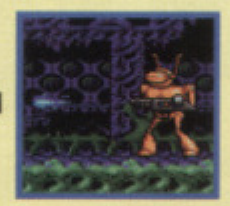
BOB'S BUBBLE BUGGY

As Bob makes his way across the meteor map, he locates pieces of his dad's car, usually they are in the possession of some alien. Each time the car grows, he has to fly it at speed through a mine-littered level with a strict time-limit.

SIDE ARM SALAD

Bob carries many weapons, each rationed strictly. If he runs out of weapons, he resorts to his close-range punch attack (which is next to useless). Here's the Bob weapon menu in full:

SHOT



Several single shots are needed to waste larger enemies, but they do come in big bundles of 50.



THREE WAY

Oddly enough, fires in 'three ways'. Useful on those 'out of the way' denizens.



FLAME THROWER

This is well hard, but has a short range and uses up the juice quickly. Fire short bursts or long roasting sweeps.

PULSE



This just wades through the opposition. Pity it only comes in small sets of three.

MISSILE

Not much stronger than singles, but this homing weapon has the advantage of turning corners when needed.

COMMENT



LUCY

Bob is very polished but it hasn't got that spark which separates an okay game from a great game. It's reasonably fun to play, with a massive range of weapons and accessories and it's certainly big enough, but the levels and backdrops are all fairly samey and after a relatively short time boredom slips in. Bob is nicely animated but if anybody I knew had his sense of humour I'd hand them a cyanide pill and advise suicide — all this "dude" and "yo" rubbish is decidedly "out" nowadays. All in all, if you're a platform shoot 'em up freak, you might get some enjoyment out of this but you'd be better off going for Ex-Mutants instead.

BITZ 'N' BOBS

To reach high ledges or hidden rooms in his journey across the meteor Bob uses one of the gadgets his father left in the boot. They are:

SPRING



Each one gives Bob a single boost up.

HELICOPTER



Lets Bob fly in any direction, but only lasts a few seconds.

LIGHT BULB



Strange one this. Makes the screen go all wibbly for a while, stopping the aliens attacks.



UMBRELLA



When Bob falls a long distance, he gets a nasty dose of the splits. Fortunately, this allows him to glide down safely.

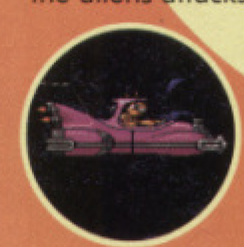
BOMB



These short-fuse incendiaries blow away any aliens on the screen they were laid.

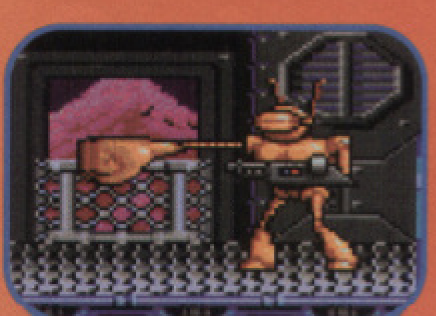


▲ Bob proudly displays his weapon.



▲ If Bob could only make it to the end of level warp...








LONG TERM REPORT	
HOUR	■■■■□
DAY	■■■■□
WEEK	■□□□□
MONTH	■□□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	■□□□□
CHALLENGE	■■■□□
ACTION	■■■□□
REFLEXES	■■■□□
ORIGINALITY	■■■□□

PRESENTATION 72

▲ The menu screen, control method and map sequence are competently done.
▼ One of the game's major failings is its lack of atmosphere, and the humorous touches fail.

GRAPHICS 84

▲ Sprites and backgrounds are clearly drawn, and there's tons of animation on Bob.
▼ Seeing the same graphics level in and out takes it toll on your enthusiasm.

SOUND 67

▼ Very poor. Bob uses that generic EA music, with those horribly unconvincing samples. We've had it on everything from Madden's to Technoclash and enough's enough!

PLAYABILITY 80

▲ Each level contains some taxing element, and the wealth of weaponry and itemry adds interest.
▼ A feeling of deja vu envelopes the player after level umpteen.

LASTABILITY 72

▲ There are tons of levels, and the difficulty factor does rise eventually.
▼ Many of the early levels are very easy, and the password system is too much of a gift.

OVERALL 77

Bob has all the elements of a high-quality, polished game (which it is), except one: Excitement, adrenalin — that 'je ne sais quoi'.

THE NEW

As announced in a previous issue of this esteemed organ, Sega has redesigned the Megadrive for the 1990's. The new machine, Megadrive 2, has just been launched in Japan along with a complementary Mega-CD 2. The change has prompted some anxious letters from some of you worried that your old machines will soon be incompatible and obsolete. This guide to the Japanese Megadrive 2 and Mega-CD 2 redesign is for you.

WHAT'S CHANGED?

The Megadrive 2 resembles the original quite closely. The two machines are virtually the same width, but the Megadrive 2 is some two inches shorter than the Megadrive. Gone is the volume control on the left-hand side, along with the headphone socket, a change which may annoy some. The new console is almost as thick, but the distinctive raised circle around the cart slot is a flatter oval shape. Sega has also opted to dump the power-light - an 'improvement', which may lead to users accidentally removing carts. The raised '16-Bit' flash is gone.

Other minor changes are the moving of venting from side to back, the reset button moves to the right, and the joypad sockets are placed at the middle of the front.

Inside, the Megadrive's workings have been tidied up and organised better, allowing the outer shell to shrink. As a result the machine doesn't have the hollow noise of the old Megadrive, and feels sturdier, but surprisingly isn't any heavier.

The other external changes have been made to the joypads. These are smaller than the old kind, but manage to fit in an extra three action buttons. The X, Y and Z buttons function independently of A, B and C, and games are already making use of the extra play options this allows. People with big hands may find the six buttons closer together than they would like them, but generally the layout works fine.

MEGA-CD 2 CHANGES

The changes to the Mega-CD are even more noticeable. The original square deck has been elongated into a split-level rectangle. The high part on the right-hand side is where the CD drive is housed. This now loads from the top, with a manually operated lid — much more sensible than the old Mega-CD, which had to be turned on to remove a disc. The new Mega-CD is stripped of all those 'ready/access' lights malarkey. The connector is on the right, and the Megadrive sits on a low plastic 'sleeve' which holds the CD ROM workings.

Witness now, humble reader, the new Mega-CD 2 in all its flip topped finery. Good eh?

SUPERMODEL



▼ *Mmm! Don't they make a lovely couple. Couldn't you just eat them up alive. Aah! Etc...*

▼ *Oh, go on if you must! Your boring old, sorry, "classic" Megadrive fits into the new Mega-CD 2 unit too. Hey, but it's not natural!*

WHAT HASN'T CHANGED?

First, and certainly foremost, the electronics of the 'new' Megadrive are **IDENTICAL**

MEGA SHOP GUIDE

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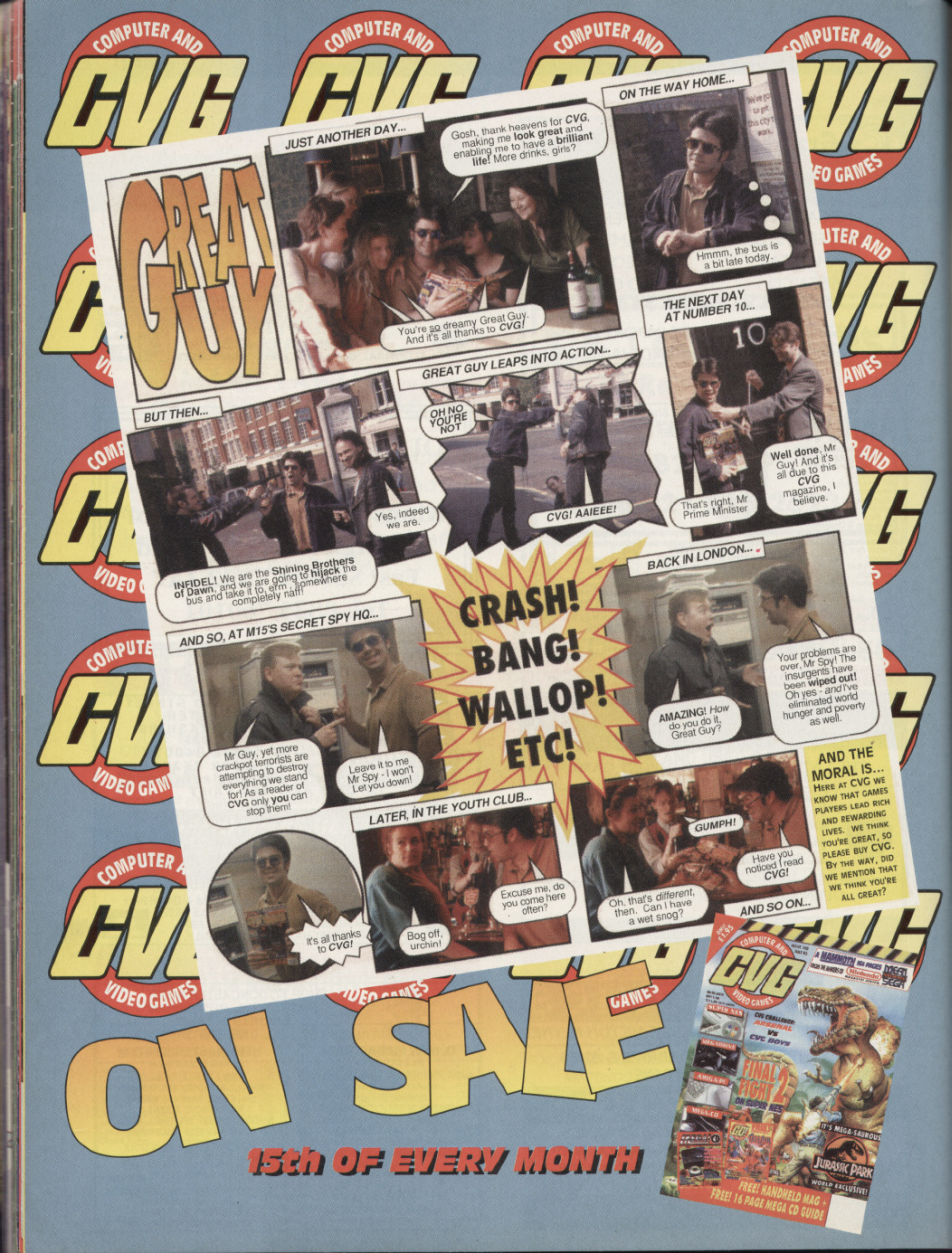
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GREAT GUY
JUST ANOTHER DAY...
Gosh, thank heavens for CVG, making me look great and enabling me to have a brilliant life! More drinks, girls?
You're so dreamy Great Guy. And it's all thanks to CVG!
ON THE WAY HOME...
Hmmm, the bus is a bit late today.
BUT THEN...
INFIDEL! We are the Shining Brothers of Dawn, and we are going to hijack the bus and take it to, erm - somewhere completely naff!
Yes, indeed we are.
GREAT GUY LEAPS INTO ACTION...
OH NO YOU'RE NOT
CVG! AAIEEE!
THE NEXT DAY AT NUMBER 10...
That's right, Mr Prime Minister
Well done, Mr Guy! And it's all due to this CVG magazine, I believe.
CRASH! BANG! WALLOP! ETC!
AND SO, AT M15'S SECRET SPY HQ...
Mr Guy, yet more crackpot terrorists are attempting to destroy everything we stand for! As a reader of CVG only you can stop them!
Leave it to me Mr Spy - I won't Let you down!
BACK IN LONDON...
AMAZING! How do you do it, Great Guy?
Your problems are over, Mr Spy! The insurgents have been wiped out! Oh yes - and I've eliminated world hunger and poverty as well.
It's all thanks to CVG!
LATER, IN THE YOUTH CLUB...
Excuse me, do you come here often?
Bog off, urchin!
GUMPH!
Have you noticed I read CVG!
Oh, that's different, then. Can I have a wet snog?
AND SO ON...
AND THE MORAL IS...
HERE AT CVG WE KNOW THAT GAMES PLAYERS LEAD RICH AND REWARDING LIVES. WE THINK YOU'RE GREAT, SO PLEASE BUY CVG. BY THE WAY, DID WE MENTION THAT WE THINK YOU'RE ALL GREAT?
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General Chaos is a man with a mission. As his name might suggest, he's not the type of guy to negotiate a cute 'n' fwuffy peace settlement, of no, in this new Megadrive experience from EA, he intends to do as much blood-letting as possible to wipe out his arch-rival, General Havoc. This is war, and you're caught slap bang in the middle.

But at least you can have a laugh as you slaughter because General Chaos, with it's smart cartoon graphics and humourous touches looks set to become one fun game.

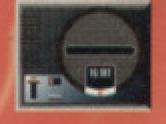
Alone or against a mate, fight head-to-head or side-by-side in a bid to conquer the opponent's territory. Choose from four different squads, each offering different soldiers and weapons. Fry the foe with flame throwers, blast 'em with bazookas or flatten them with fists and feet.

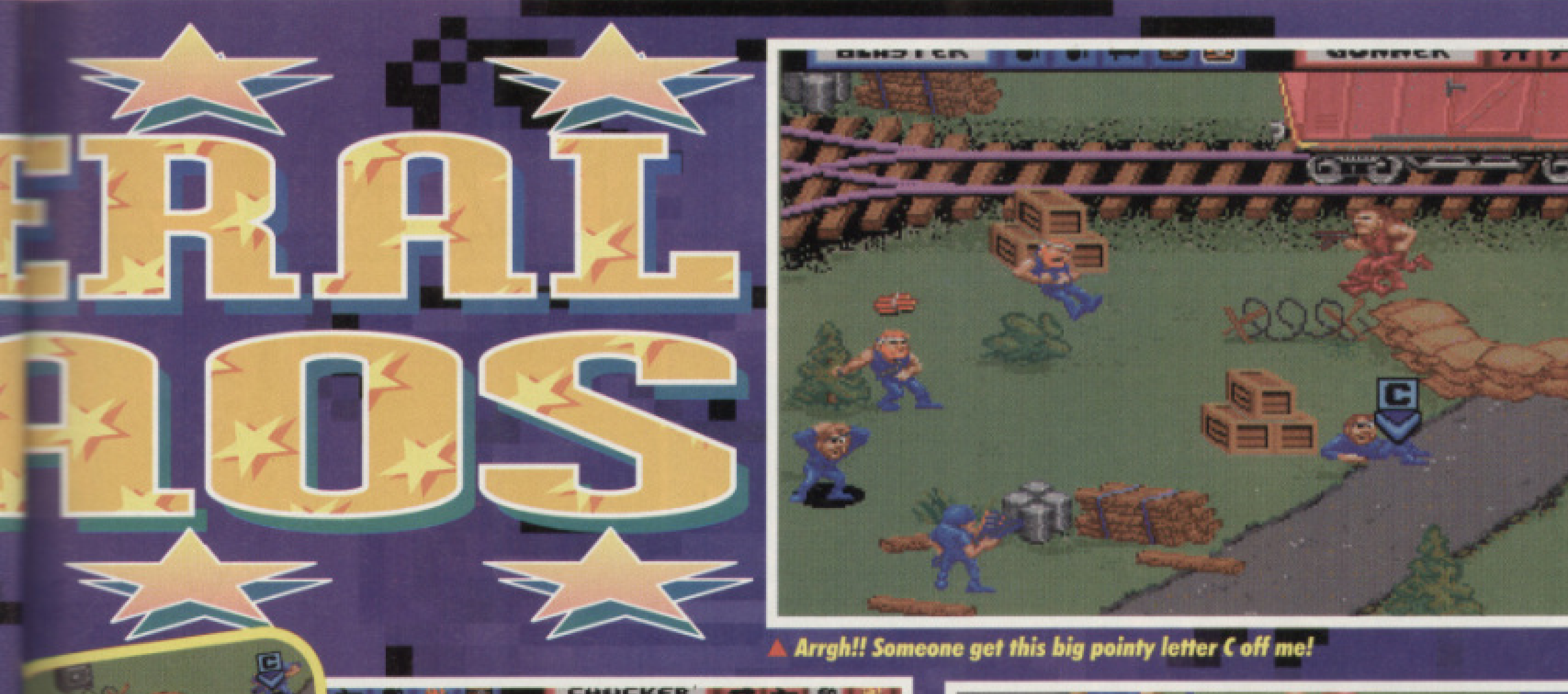
The aim's to fight your way across 50 battlefields, accomplishing a side mission such as safe-busting on every one, before capturing the enemy's capital city for glory, medals and as much pillaging as you can handle.

Keep you eyes peeled for a full review in a future issue of MEAN MACHINES SEGA.

▲ *'That's it. I'm sick of red outfits! I'm off to join the blue gang!'*

▲ *II-IN ONE!.. This lovely patent leather Vole embamer. IINN TWO!...*





▲ Arrgh!! Someone get this big pointy letter C off me!



▲ The guy in the top-right gets too excited...



▲ "Ooargh! 'Scuse me mate, this coffee's gone right through me!"





PREVIEWS

MORTAL

The Shaolin martial arts tournament was once the most noble of competitions bringing glory and honour to its winner — the Grand Champion. But then the evil Shang Tsung steals the crown and turns the whole kaboodle into a shambolic travesty as, after a deal with the devil, he steals not only the lives of his opponents but also their souls to feed his eternal youth.

KANO

Age: 35
Height: 6'
Weight: 205lb
Eyes: 1 brown, 1 infra-red (built into metal implant)
Legal Status: Deported from Japan, wanted in 35 countries.
Birthplace: Unknown
Occupation: Member of the Black Dragon Organisation

▲ *Kano demonstrates his devastating rolling foetal ball attack.*



Shang Tsung eventually wangles his way onto the tournament's ruling body and with the help of the four-armed outworlder, Prince Goro, drives the Shaolin out of their own tournament. Thus a reign of terror begins...

Five hundred years later, the story continues on the Megadrive in Mortal Kombat from Acclaim as you, portraying one of seven desperate combatants, fight for your life and your very soul in the Shaolin tournament.

The game is a conversion of the ultra-gory coin-op smash of the same name which knocked Street Fighter II off the top spot (before the Championship Edition come along).

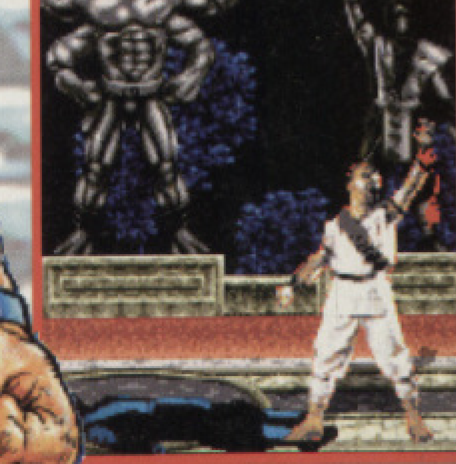
Probe Software have come up with a nigh on perfect conversion, transferring the enormous digitised sprites, onto the 16-Meg cart and packing in all the special moves and styles.

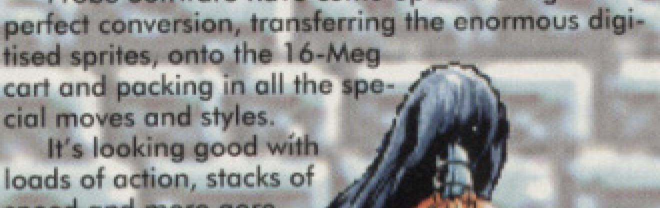
It's looking good with loads of action, stacks of speed and more gore than you can handle. Check out our EXCLUSIVE review in the next MEAN MACHINES SEGA!



▲ *Ah yes, I think I see the problem. It's bunions I'm afraid...*







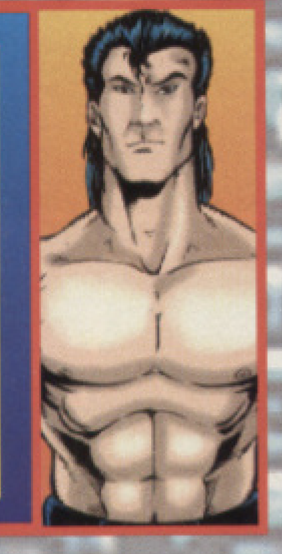


KOMBAT

LIU KANG

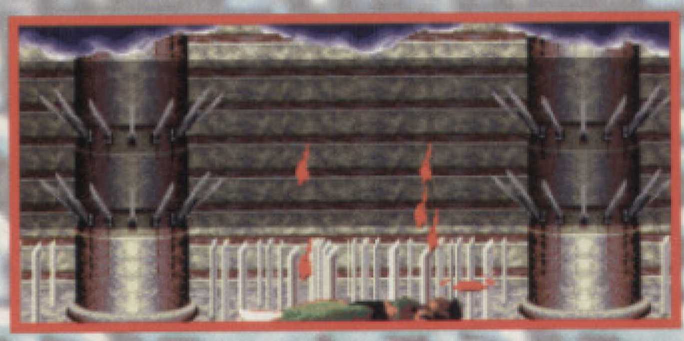
Age: 24
Height: 5' 10"
Weight: 185lb
Eyes: Brown
Legal Status: Citizen of the Peoples' Republic of China
Birthplace: Honan Province, China
Occupation: Shaolin monk, fisherman.





Hey, it's no time for relaxing. Get up you lazy sod.

Hello, I love you I'm afraid. Will you please marry me.



JOHNNY CAGE

Age: 29
Height: 6' 1"
Weight: 200lb
Eyes: Blue
Legal Status: US citizen
Birthplace: California
Occupation: Actor

The John Major fan club look on horrified as Cage resorts to his last line of defence and lets rip!





SONYA BLADE

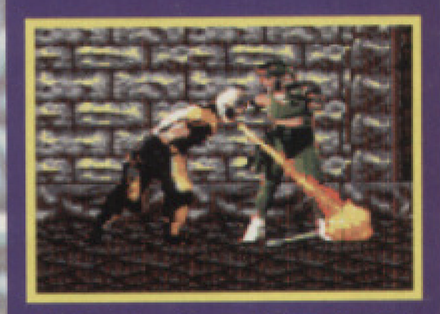
Age: 26
Height: 5' 10"
Weight: 140
Eyes: Blue
Legal Status: US citizen
Birthplace: Texas
Occupation: Lieutenant in the US army, member if an elite special para-military police force.





SMALL IS BEAUTIFUL

The name's the same, the story's the same, the graphics look the same you could be forgiven for thinking it's the same format but it's not — Game Gear fans start creaming because this is the Game Gear version and ain't it looking great?
We told you in the last issue that so far this is looking like the best beat 'em up if not the best game ever on the Game Gear but who are we to judge? Just check out these screenshots, make your own minds up and wait for the full review in a future issue of MEAN MACHINES SEGA.

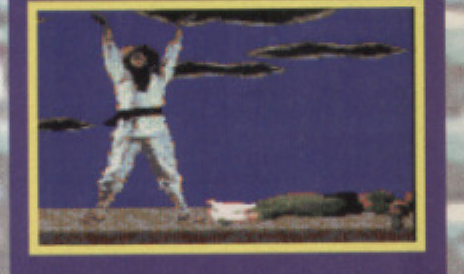


Ptoo! Hey it's great how far you can spit when you've had a glass of milk and a Mars bar



This new stuff's great. I was just out for a walk and all these women kept giving me flowers!!!







RAIDEN

Age: Eternal
Height: 7'
Weight: 350lb
Eyes: None
Legal Status: Deity — does not apply
Birthplace: None
Occupation: Thunder God

▶ *Don't you ever say those bad things about Oz again, right?*

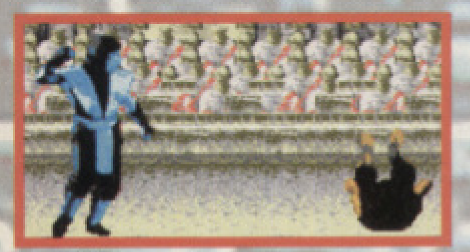






▲ *By the power of cage skull!*





SUB-ZERO

Age: 32
Height: 6' 2"
Weight: 210lb
Legal Status: None, but lives in China
Birthplace: Unknown
Occupation: Member of the Lin Kuei, a rare clan of Chinese assassins

▶ *Okay. It's a fair cop ossifer. Throw on the bracelets.*



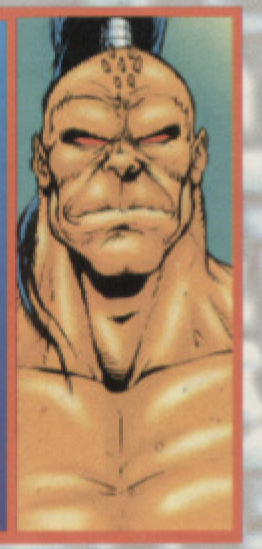


GORO

Age: 2,000
Height: 8' 2"
Weight 550lb
Eyes: Red
Legal Status: Prince of the Kuatan Outworld
Birthplace: Kuatan, 4th Plane of Shokan
Occupation: Ruler Supreme of Shokan's armies.



▲ *Goro, ever the liar, tries to convince us of his fishing conquests.*







SCORPION

Age: 32
Height: 6' 2"
Weight: 210lb
Eyes: Variable
Legal Status: Reincarnated spectre
Birthplace: In former life, unknown, as Scorpion — Hell
Occupation: Lost soul hell-bent on revenge







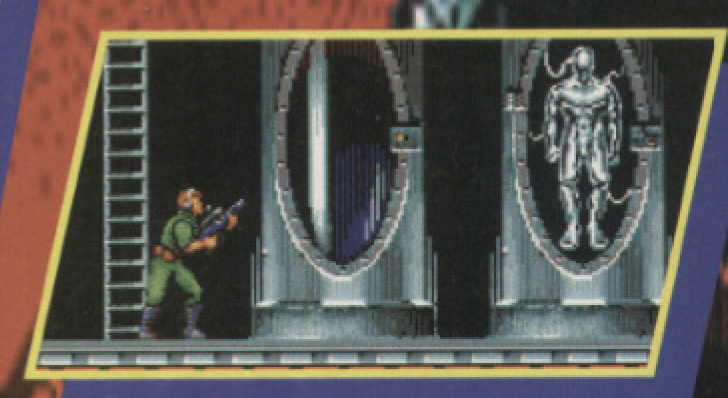
TERMINATOR

The Terminator is back, this time on the Mega-CD and looking a lot better than he ever did on certain other formats (ie the Megadrive) for Virgin's very first release on this format.

The story's the same — you play Reese, who has returned to the past to save Sarah Connor from the Terminator and father John, who just happened to have sent you back in the first place (and other assorted paradoxes). But this time, instead of four sad levels, there are 10 whopping stages to crack, with greatly enhanced graphics, more varied gameplay, stonking music and rucks of between-level film footage included.

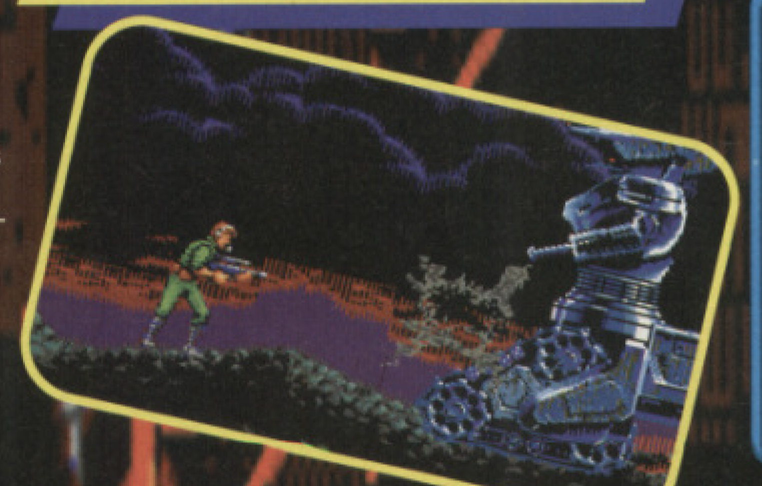
You start your mission in the year 2049, blasting your way through beautifully designed Terminators and avoiding the plethora of skulls and other aesthetically pleasing delights scattered around. Then it's onwards and upwards through buildings, across minefields for tough scraps with the bosses and the quest for survival. It's certainly looking pretty impressive from what we've seen so far but tune into MEAN MACHINES SEGA next month for a full review.

▲ In the future, radioactively-mutated Ribena berries will stalk the Earth in search of prey!



▲ In the future, all Mister Buyrites will look this way...

▲ In the future, OAP's will have to arm themselves when waiting for a bus.





1 PLAYERS	
RELEASE	SEPTEMBER
BY	VIRGIN
PRICE	TBA
PERCENT COMPLETE	



More than 130 million years ago dinosaurs ruled the Earth. Inexplicably, they all died and a small, savage creature took their place as the world's dominant species. This strange creature was Man. Following the discovery of fire, Man evolved at an frightening rate particularly in the realm of science. But in Jurassic Park, Man gets too clever, science gets out of hand and a nightmare begins...

Sega's massive new Megadrive licence, converted from what looks sure to be the biggest hit film of the year, follows the story of eccentric billionaire, John Hammond, whose personal geneticists have created real, living dinosaurs by extracting and cloning the DNA of prehistoric insects. The creatures were intended to fill Hammond's unique theme park off the coast of Costa Rica but it all goes terribly wrong when the dinosaurs go on the rampage and Hammond has to call in the scientific hit squad to help him out.

The film is rumoured to be utterly superb and from what we've seen of the action adventure-type game so far, that looks set to follow suit. We'll bring you the full run down in a future issue of MEAN MACHINES SEGA. Don't miss it — it's gonna be a scorcher!



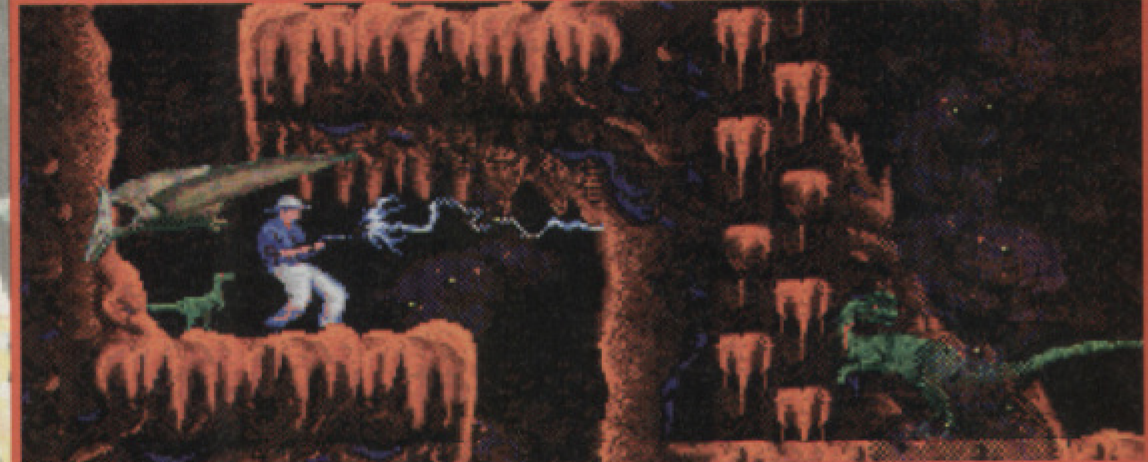


▲ *Get down Shep! Eeh, the habits of some family pets, eh?*



▼ *How dinosaurs died out: They were taught how to handle small firearms!*







▲ A mucky dinosaur is collared for soiling its sheets.

▲ These screwy dinosaurs! Climbing up ladders despite the evolutionary disadvantage of not having opposable thumbs!

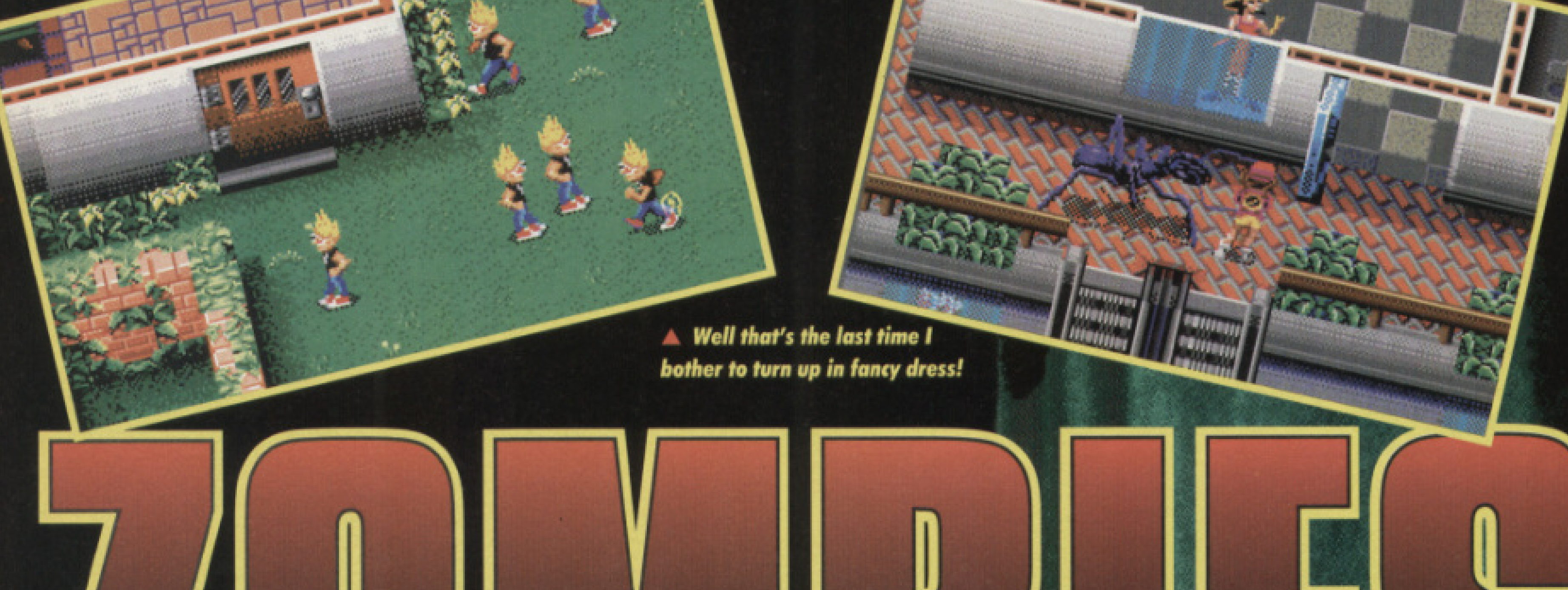
▲ Hello. I'm an extinct species, I'm afraid, and I'm also a little lost. Thankyou.

▲ Man's evolutionary success is because of his ability to perform amusing cabaret-type acts.

▲ Mocking pterodactyls pour scorn on our lad's innappropriate choice of jungle apparel. I mean, white trousers?

▲ Another reason why dinosaurs died out: No-one can-cans any more.

1 PLAYERS	
RELEASE	SEPTEMBER
BY	SEGA
PRICE	TBA
PERCENT COMPLETE	



▲ *Well that's the last time I bother to turn up in fancy dress!*

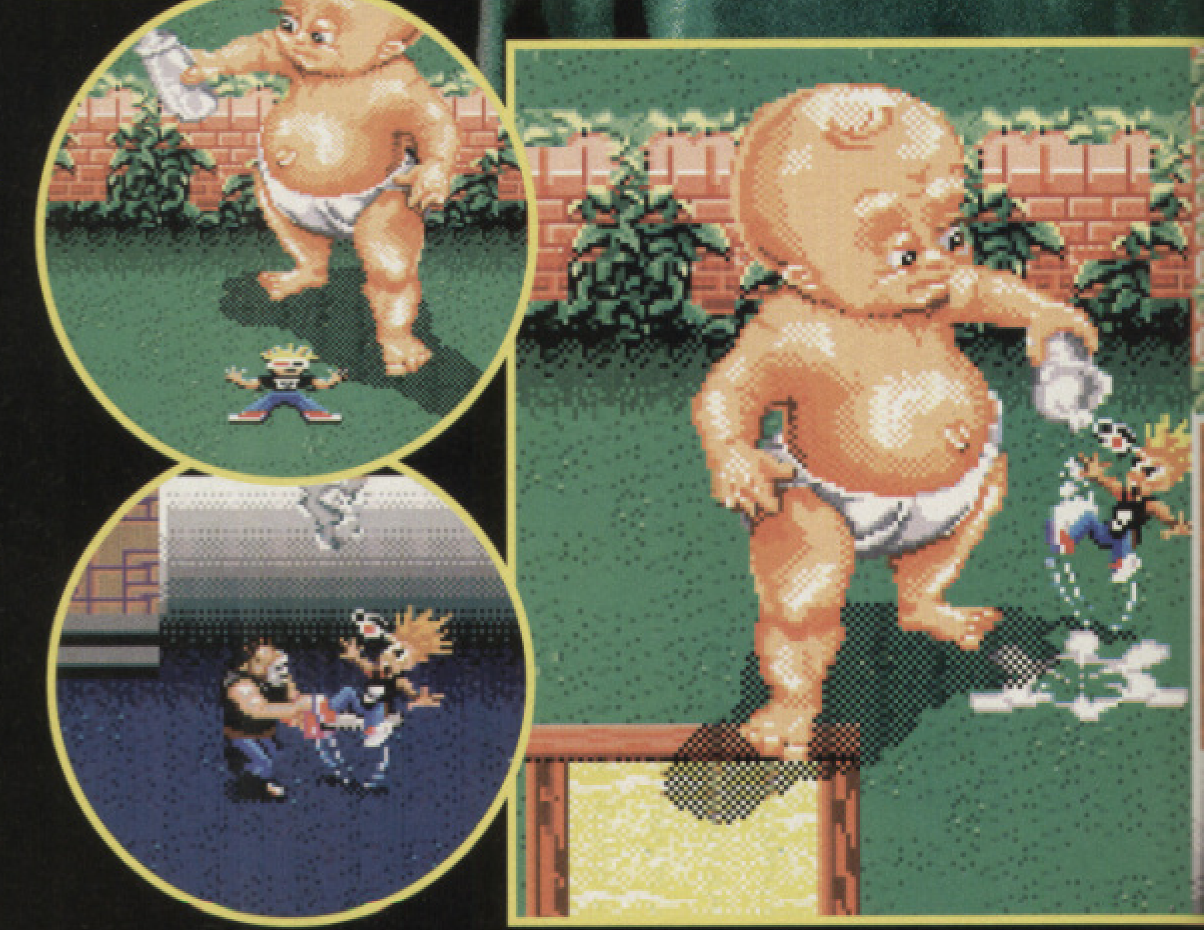
ZOMBIES ATE MY NEIGHBOURS

Konami are busy rounding off a superb looking game with a working title of 'Zombies Ate My Neighbours' — not the friendliest of names but then the game's content isn't so wholesome either as gangs of chainsaw-brandishing, axe-swinging adversaries roam its 50 or so levels of cartoon-style carnage.

Whatever the title when released, this is a game for one or two players, and places one or both in a desperate life-saving situation. The story is set in a small American town that is strangely overrun by B movie extras. Only these aren't the heroic type but the crazies that crop up just when you need them least.

Whole gangs of these maniacs are on the rampage, leaving the town's inhabitants in grave danger! By rescuing a specified amount of these luckless people, the player progresses through the town, knocking down any beasties in the way, until everyone is safe and the day is saved.

As you can see from the screenshots, the game adopts the pseudo-3D perspective made popular by games like Smash TV and Predator II. From our recent hands-on experience we can report that this new title is a classic in the making and a massive departure from the likes of Tiny Toon Adventures. The only problem is, Konami are waiting until November for the game's release. They do have a nasty habit of making us wait for our fun don't they!





◀ I think you'll find the little ants' room is this way, sir.

▶ No money for the drinks machine, eh? Well you sure know how to show a girl a good time. I'm off!

▲ Gah! Chewing gum! Darned teenagers!

▲ Ok little missy, hand me the axe, reeal slow...

▲ Okay folks, come and get your barbecued Zombie schlongs while they're nice and hot!

ATTENTION!
MEAN MACHINES Megamart is for private advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed and no correspondence will be entered into! – However if you are interested in placing a lineage trade ad please contact Marie on 071-972 6700 NOW!
Due to deadlines, allow up to six weeks for your advert to appear in the magazine.



FOR SALE

MEGADRIVE for sale, British machine with Jap convertor, 12 90% plus carts, including Sonic 2, Sword of Vermillion, Strider, Streets of Rage, Aliens 3, Super Monaco GP, Pitfighter and more, mint condition, worth over £600, will take £390, will sell games separately, great deal, so hurry! Tel. (0475) 686282.
SUPER NINTENDO for sale, 6 great games, convertor, all boxed, worth over £425, sell for £300 ono. Tel. Alex on 071-794 0794.
MASTER SYSTEM plus 2 joypads, 1 light phaser, 8 games, inc. Sonic 1, California Games, Chuck Rock, Aliens 3, Wonderboy in Monsterland, Out Run, World Grand Prix, Shinobi, also 2 built-in games, £140 ono. Tel. Adam on 021-353 3497.
CONSOLE MAGS, Mega, MegaTech, Console XS, Nintendo, Zone, Total, Sega Power, £1.50 each including postage and packing. Tel. Gary on (0642) 597017.
JAP MEGADRIVE for sale, with 2 joypads, stereo speakers, 7 games, including Desert Strike, Alien 3, Rolling Thunder 2, also loads of mags, all in good condition, worth £450, sell for £230. Tel. Simon on (0684) 563712.
SNES with 6 games, Street Fighter, Mario IV, Tennis, Contra III, Zelda, F-Zero, also has American games, adaptor and a guarantee, £260. Tel. (0737) 843508.
AMIGA 500 with approx. 50 games, including Street Fighter II and Lemmigs plus 1mb for £270 ono Tel. (0954) 261447.
MEGADRIVE GAMES, UK/USA - Streets of Rage, Super Monaco GP, EA Hockey, John Madden £16 each; Sonic, Eswat £10 each; Japanese - Golden Axe, Wardner, Revenge of Shinobi, DJ Boy £10 each. Tel. (0934) 834168, after 6pm, ask for Mark.
FOR SALE, over 20 C64 games, £1 each. Tel. (0273) 502285 (Brighton area).
MEGADRIVE, boxed with 2 joypads plus Desert Strike 95%, Dragons Fury 92%, £99 or will swap for SNES. Tel. (0403) 272122.
FOR SALE, Super NES games, Lemmings (American), F-Zero (English) and UN Squadron, all £25 each. Tel. Ollie on (08675) 5006.
FOR SALE Megadrive games, costing £15-£20, games include: Streets of Rage, Spiderman and Strider. Tel. Paul on (0243) 867765.
C64 for sale, 1000 games, good condition, games like: Street Fighter and Budokan, sell for £150. Tel. Brad on 751691 (Wiltshire).
FOR SALE 2 Master System games, Terminator and Sonic 2, £20 each or £30 for both. Tel. (0754) 84460, after 5pm.
GAMEBOY for sale, includes magnifier, mains and 3 games, like Double Dragon II, £100. Tel. David on (0622) 746939.
MEGADRIVE GAMES for sale, Taz, Alien 3, Krusty's, Aquatic Games, Wonderboy 3, loads more. Write to: B. Fisher, 6 Beech Street, Paddock, Huddersfield, HD1 4JN.
ONLY Game Gear Super Kick-Off £18. Tel. (0932) 560474 or (0304) 374309.
SUPER NINTENDO games for sale, including Street Fighter II, Super Aleste, Axelay, Super Ghouls 'n' Ghosts, Super Off Road, Populous, Magic Sword, Lemmings, UN Squadron, Magical Ninja, Contra III, Dragons Lair, prices from £25 to £30. Tel. (0462) 677113, after 5pm.
AMSTRAD CPC-464 with joystick, 27 games, light pen, a keyboard and a monitor for £80. Tel. (0276) 65378, after 4pm.
MEGADRIVE for sale, 2 joypads, all leads, Japanese adaptor and 7 games, including Sonic 1 & 2, Quackshot, Tazmania, etc, all boxed, as new, only £225. Tel. (0223) 61263, after 6.30pm.
MEGADRIVE GAMES for sale, NHLPA Hockey, The Immortal, Shadow Dancer, Golden Axe, Streets of Rage, all boxed with instructions, perfect condition, around £20-£30. Tel. James on (0843) 891283, games need to be sold, offers might be considered.
SEGA GAME GEAR for sale, everything boxed as new, 19 games including Sonic & Sonic II, mains adaptor, Master Gear convertor, Wide Gear, carrier case, only £300. Tel. (0462) 677113, after 5pm (do not ring on Fridays or Saturdays). Buyer collects.
QUICK SALE! Spectrum 129K with 70 games, Cheetah, joystick, all leads, unboxed, worth about £175 new, sell for £90 ono, also NES, 7 games, advantage joystick, light gun, worth £300+, sell for £150, everything £220. Tel. James on (0476) 76195, after 5pm.
LEMMINGS on the Sega Game Gear £20 ono. Tel. 081-894 9146, after 4pm and ask for Warren.
WRESTLE WAR, Fantasia, Altered Beast, Monaco GP from £10-£25 or swap. Tel. (0237) 470069.
MASTER SYSTEM with 5 games, eg. Lemmings, Chuck Rock, Alien III and two others, 2 pads, good condition, worth £170, sell for £100 ono. Tel. (0484) 862362, ask for James or Tom.
MEGADRIVE GAMES for sale, California Games £15, Altered Beast £18, Streets of Rage £22, all games vgc. Tel. (0394) 272321.
MEGADRIVE 4 great games, Master System convertor worth £280, only £190 ono, C64, 2 joysticks, datassette, 60 enjoyable games £120, Gameboy 5, 90%+ games £120 ono, Master System 2, 9 games, worth £250, only £150, all are boxed with instructions. Tel. 081-529 7801.
ATARI 520/ST/FM for sale, over 30 great games including: Super Kick-Off 1&2, worth £460, sell for £240, also Game Gear with 4 games, carry case, will sell £160, sell the lot for £350. Tel. Andy on 071-586 4207.
GAMEBOY, with Lemmings, Burai Fighter, Tetris, stereo side speakers, magnifier, light, joystick, power supply, carry case, 2-player lead, batteries and earphones, vgc, only £110 or swap for Megadrive with 1 or more games. Tel. (0892) 522524 (Tunbridge Wells).
GAME GEAR, 5 games including Sonic 2, Kick-Off and Shinobi, also rechargeable battery pack, Master Gear and mains adaptor, £130. Tel. 081-561 2804.
FOR SALE Megadrive with jopyad and Altered Beast plus extra joypad, sell for £90 ono. Tel. Richard 081-539 8184, after 5pm.
MASTER SYSTEM games for sale, from £10, there are 20 of them. Call David on (0279) 657730, after 6pm.
FOR SALE Amiga 500 wih 1meg upgrade with 4 joysticks, 2 mouses and over 70 games, inc. 2 painting packages, 1-year-old, all boxed with instructons, worth over £1,200, sell for £600 ono. Tel. Anthony on (0753) 541234.
WELL, LOOK AT THIS, a huge quantity of Spectrum games for sale, around 150 in all, all originals, no pirates, any offers? go on, surprise me. Tel. (0265) 832930, after 6pm and ask for Dave.
BOXED TELESCOPE Tasco with 6 eye pieces, magnification 525x60 with original instructions, manuals, solar, maps and moon map £95. Contact Ricky on 081-368 7486.
FOR SALE Issues 1-16 of Mega-Tech magazine, also around 20 various magazines £30 ono. Tel. Andy on (0900) 66746.
MEGADRIVE 2 pads, 3 excellent games: Sonic 1, Eswat and Fatal Fury, worth £225, sell for £160 ono. Tel. 081-845 5934, ask for Lean.
GAME GEAR for sale with TV tuner, Master Gear convertor and 14 games, including Streets of Rage, Olympic Gold, Sonic 1&2, Super Kick-Off, etc, worth £500, sell for £300 ono, will separate. Tel. Anthony on (0753) 541234.
MEGADRIVE GAMES for sale (£15-£25 each) or possible swap, includes: Atomic Runner, Rolling Thunder, Klax, Hellfire, Marvel Land, Elemental Master and 7 others, plus many Gameboy and Super NES games, too. Tel. Dave on (0265) 832930, after 6pm.
AMIGA 500, 1meg, boxed, good condition, extra disc drive, still under guarantee, joystick, mouse, mouse pad, dustcover and 24 games, most boxed with instructions, great bargain for just £250. Tel. Patrick on 081-542 5777, evenings.
TOTAL NEW GAMES, Lemmings, Lotus Challenge, Shadow Beast 2, WWF, Hamons, Simpsons, Batman Returns, Indiana Jones, PGA Golf, Mega Low Mania, Power Monger, Robocod only £28 each new. Send cheques/PO to: Robert Payne, Adolescent Unit, Northern General Hospital, Sheffield.
MEGADRIVE & Sonic 2, Ecco, Kid Chameleon, Super Hang-on, World of Illusion and 2 joypads, £240. Tel. (0532) 612904.
MEGADRIVE for sale, with 6 games, Streets of Rage, Krusty's Funhouse, Hang-On, Ghouls 'n' Ghosts, Altered Beast, FZ Axis, Menacer, light gun, 6 game cart, Japanese convertor, headphones, English Megadrive compatable with Mega-CD £180. Tel. (0482) 797276, after 5pm.
NEO-GEO 32-bit console with game cost £390, accept £290 , swap Amiga 1200 or Megadrive and Meg-CD. Tel. Richard on (0509) 842886.
MEGADRIVE GAMES: Fatal Fury, £35, Streets of Rage II £25, WWF £20, F22 £20, T2 £25 and Rolling Thunder II £15, all games mint condition, may swapand arcade power stick £25, if interested, call David on 071-221 3656 .
ATARI ST/FM 520, 75 games, music package, game creator, still boxed, mouse, joystick. Tel. 051-608 9416 (Merseyside).
DO YOU WANT Tetris, Gameboy, at least £15.99, for more info, phone Lisa on 861 0372 (Manchester).
12 MEAN MACHINES mags £25, Jap Megadrive games, Moonwalker, Rastan Saga 2, Cyberball £25, the lot. Tel. 051-488 6557.
NINTENDO SYSTEM + 2 control pads, 11 great games and light gun, all for £199.99 ono, also 12 magazines and 1 USA game. Tel. (0203) 402114 and ask for Donnie after 5pm.
INCREDIBLE! SNES with 3 amazing games!! Mario 4, F-Zero, Krusty's Funhouse, sell for £125. Tel. (0223) 215357 now!
MASTER SYSTEM, boxed as new, python joystick, 2 control pads, 5 games: Sonic (Mean Machines rating 90%), R-Type (91%), Thunder Blade (80%), F-16 Fighter (48%), Hang-On, worth £160, selling for £60. Tel. Tony on (0992) 630983, any time.
SEGA GAME GEAR with mains adaptor, complete with 4 games (including Sonic 2 and Leaderboard), £75. Tel. Toby on 021-353 2018.
MEGA SNES games for sale, lots of old but good games, also some latest titles, swaps considered. Tel. 021-459 7576.
UK MEGADRIVE wih 2 pads, plus EA Hockey, World of Illusion, Quackshot, Wonderboy in Monster World, 688 Attack Sub and Altered Beast, all boxed with instructions £180. Tel. Nigel on (0923) 856621 (Watford area).
MASTER SYSTEM 2 for sale, including Sonic 2, Master of Darkness, Alex Kid, In Miracle World and Super Tennis, with 1 controller £65 ono. Tel. Jeremy on (0865) 242618, after 4pm.
SNES for sale, boxed, 2 joypads, all leads, Mario game and magazies, excellent condition, £80. Tel. (0483) 224633, after 4pm.
GAME GEAR inc. 9 games, battery pack, carry case, £220 ono. Tel. Scott on (0685) 723042, after 6pm.
MEGADRIVE plus 10 games, 2 joypads, scart plug for £350, Ferguson TV 14", teletext for £100. Tel. Khalid on 081-968 9767, between 4-5pm only.
MEGADRIVE games for sale, European Club Soccer, John Madden '93, F-22 Interceptor £20 each. Tel. (0322) 278477, 4-6pm.
MASTER SYSTEM 1 and 2 controllers, plus 3 games, Shinobi, Power Strike and Golden Axe, just £25. Tel. (0322) 278477.
SEGA MEGADRIVE for sale, 3 control pads (1 is a starfighter) and 2 games (Toki, John Madden '92), sell for £160 ono. Tel. 081-992 0230.
SEGA GAME GEAR with carry case, adaptor and 8 games: Sonic 1&2, Simpsons, Batman Returns, Paperboy, Donald Duck, Ax Battler, Devilish, all boxed and as new, worth over £250, sell for £150 or swap for Megadrive plus games. Tel. Lee on (0691) 661723.
AMIGA + monitor + external drive, 3 joysticks, mouse, more than 70 recent games, including Easy-Anos and digital sound studio, worth well over £700, sell for just £450. Tel. Steven on 041-889 5233.
GAME GEAR for sale, 4 games and adaptor, good condition £110. Tel. (0254) 249001, between 6-9pm.
GAME GEAR for sale, includes 9 games, Mickey, Sonic 2, Super Off Road, 4-in-1, Shinobi, Woody Pop, psu cartridge and carry case, all for £195. Tel. Ben on (0753) 663585 or swap Megadrive with 6 games or more.
TWO QUICK SHOT auto fire slow motion infra red joypads, fits any computer or NES for £25. Tel. Jay on 081-594 2198.
MEGADRIVE, 5 games, Sonic, Soccer, Gynoug, Moonwalker (Pal), power clutch and pad, worth £340, sell £155. Tel. Richard on 081-657 3716, all boxed.
GAME GEAR for sale, 7 good games, eg. Prince of Persia, also AC adaptor, battery recharger and batteries £150 ono. Tel. (0483) 720432, after 8.30pm.
GAME GEAR adaptor, case, Alien 3, World Class Leaderboard, G-Loc, Castle of Illusion, Shinobi £120 ono. Tel. (0206) 262875, after 6pm.
FOR SALE, Game Gear, 5 games, 3 months old, carry case, mains adaptor, all boxed, £100 ono. Tel. Matthew on (0970) 625120, also for sale, MS II, 7 games including Lemmings, Sonic 2, Submarine Attack, Chase HQ 6 months old not boxed £120, all games are boxed.
MEGADRIVE for sale, nearly new, 2 controllers and 6 games including John Madden '92, Super Real Basketball and Mickey Mouse, good condition, looking for a quick deal, I will take £285 ono. Tel. (0772) 717897.
ATARI ST over £200 worth games, including top titles, Lotus 2, Jimmy Whites Snooker, Lemmings and Super Kick-Off £185. Tel. Peterborough (0733) 62803.
ATARI STE for sale, 50 top games or swap for a Megadrive in mint condition with 3 games, £150 ono. Tel. (0462) 452799.
FOR SALE 15 issues of GO! Hand-Held mag with all posters in perfect condition £50. Tel. Martin on 021-427 7254 and 5 issues of MegaTech in perfect condition, first issue of GO! in perfect condition, buyer must collect.
AMIGA 500+ for sale, includes printer, over £600 of original software, 3 joysticks, plus mags, mouse mat, dustcover etc, worth over £1000, sell for £540 ono or swap for PC .Tel. Jason on (0661) 825347, after 6pm.
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NHLPA '93 MD, sell for £30 or swap for Rolo to the Rescue, also Revenge of Shinobi £18, no book. Tel. 081-804 4073.
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ATARI ST, excellent condition, double-sided disk drive, 2 joysticks, mouse and £100 worth of games, £125. Tel. (0483) 715899, no swaps please!
ATARI LYNX £250 ono, including 12 games, Batman Returns, Shadow of the Beast and Rampart, also includes kitcase psu and all manuals, 6 months old, worth £450+. Send sae to: Pete Singh, 37 Warwick Street, Horseley Fields, Wolverhampton, WV1 3QQ.
MEGADRIVE for sale, Sonic and Streets of Rage 2 with 2 controllers, mint condition, £135. Tel. Dimitrios on 081-452 2063.

MART 

CHEAP ex-rental Megadrive games for sale, from £12-£20. Contact Chris on (0602) 724576, after 5pm.
MASTER SYSTEM II only £190, worth £390, 11 games, inc. Sonic 1, Lemmings, Kick-Off, Speedball 2 and many more. Tel. (0563) 830541, ask for Grant.
FOR SALE Megadrive and Master System games. Megadrive: F-22 £12, LHX £20, Sonic 2 £20, Green Dog £20, Last Battle £12, Super Hang-On £12, Wrestle War £12. Master System: Golden Axe £15, Wonderboy 3 £15, Ninja £6, Tennis £3. Please write to: Kevin Lampard, 25 Scott Avenue, Gt. Amwell, Nr. Ware, Herts SG12 8BG.
SNES FOR SALE, 7 games, SF2, SMK, SMW, Top Gear, Wrestling, 2 joypads, carry case, boxed, vgc, worth over £400, sell for £250 ono, will send if necessary. Tel. Ben on (0759) 303669 or (0759) 304447.
FOR SALE! Amstrad 6128 with monitor, joystick, modulator, 40 games (all disks inc. Gunship, Technocop) disk storage box, manuals, etc, all vgc, bargain at £135 one. Tel. Sean on (0727) 853362, after 6pm (St. Albans area), good for education!

SWAPS

SWAP NES GAMES, swap RC Pro Am for Super Off Road, Tecno Wrestling for Probotector II or Mario III or Techno Wrestling and Probotector for Double Dragon III or want to buy WWF Steelcage Challenge, Double Dragon Bar, Mario III from £20-£25. Tel. 081-556 1148, after 4pm.
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FOR SWAP: Ecco, Revenge of Shinobi, Ghouls 'n' Ghosts, Sword of Vermillion, JM Football and Super Monaco. Wanted: Cyborg Justice, WOI, Super Off Road, micro machines or anything decent. Call Andy on (0272) 716973, after 6pm if possible please.
SWAP Super NES and Megadrive games, includes Super SW, Mario Kart, Piolotwings, Sonic 2, Zero Wing, Joe & Mack, Mario World plus many more. Tel. Ricky on 081-368 7486.
SWAP my Megadrive with 5 games for a SNES with 3 games, must inc. Super Star Wars and Street Fighter 2. Call Philip in 081-640 5285.
MEGADRIVE GAMES, Golden Axe, Revenge of Shinobi, Altered Beast, Ghouls 'n' Ghosts, Spiderman, Moonwalker, Final Blow, Mystic Defender, Hard Driving, will swap for any decent games, arcade power stick and 2 joypads for sale at a good price. Tel. James on 081-807 2788.
WILL SWAP After Burner or Super Hang-On for Lemmings, Streets of Rage, Road Rash or Robocod, Megadrive. Tel. 031-442 2884.
SWAP ATARI ST FM 520, 20 games, mouse, joystick, art attack, will swap for Super NES or money. Tel. 051-608 9416 (Merseyside).
I WOULD LIKE TO SWAP Super Wrestlemania for Mega-lo-Mania, Super Kick Off or Cyborg Justice or any other good game. Tel. Paul or Andrew on (0206) 871089 (Colchester).
I'LL SWAP MY Streets of Rage 2 or Ecco for any other good games. Tel. Simon on 071-485 3601.
SWAP boxed Megadrive, 2 control pads with 3 games, includes Road Rash, Quackshot, M.Mouse, I want any SNES. Tel. Ricky on 081-368 7486.
LOADSA' Megadrive & Super NES games for sale or exchange. Tel. Mick (0232) 844473 for the latest games, also Mega-CD games wanted, or for 100% guaranteed list of my games, send sae to: 10 Glebe Gardens, Newtownabbey, Co. Antrim, N.Ireland BT36 6ED.
WILL SWAP Hardball for Mickey and Donald or any such Disney game for Megadrive. Tel. (0282) 457812, after 8.30pm.
SWAP Game Gear games, Prince of Persia, Spiderman vs. Kingpin, Wonderboy. Tel. Andrew on (0727) 860900.
I WILL SWAP MY Megadrive plus 5 games, including WWF, Olympic Gold, Streets of Rage, etc, also Competition Pro, joypad, still boxed for your Amiga plus games. Tel. Weybridge (0932) 853269, after 8pm and ask for Ben.
I WILL SWAP Mega-lo-Mania, Another World, Galahad, Sonic 1 & 2 and The Immortal for the following games: World of Illusion, Corporation, Jack Nicklaus Power Challenge Golf, Wonderboy in Monsterland, Tazmania and Shining Force. Tel. Steve on 081-301 2747, after 6pm.
MEGADRIVE, joypad, arcade power stick, 50 mags, 10 games, all over 90%, everything still boxed, would like to swap for Amiga 500+ with 1meg upgrade and joystick, mouse and some games! Best offer gets 5 extra games, eg, Streets of Rage II, Ecco, NHZPA '93, Thunderforce 4, Lemmings, get phoning now! (0768) 899773, after 6pm.
SWAP Contra 3 for Batman Returns for SNES plus many other excellent SNES games. Tel. Ricky on 081-368 7486.
GAME GEAR with 5 top games, Donald Duck, Sonic, Tazmania plus others, will swap for Megadrive and games, or will sell for £140 ono. Tel. (0851) 704869, ask for Eric.
MEGADRIVE plus 5 games and Mega-CD with 2 CD's plus 2 joypads for Amiga 600, mint condition, boxed. Tel. (0302) 702909.
MEGADRIVE GAMES for swap: Desert Strike, Maddens '92, Chuck Rock, Power Monger, Pitfighter, Super Hang-On, After Burner, Shinobi, Shadow Dancer for Dragons Fury, Lemmings, Krusty's, Rolling Thunder, Wani Wani World or make me an offer. Tel. Richard on (0491) 838672.
MEGADRIVE with 2 joypads and Micky and Donald for Super Nintendo with 1 game. Tel. (0484) 532418, ask for Robert.
LET'S SWAP! Buck Rogers, Spiderman, LHX, John Madden '92, Abram's Battle Tank, to swap for any good games. Tel. (0442) 891127.
SWAP SNES, 2 games, 2 controllers, 5 months old for Megadrive with 2 games or more. Tel. Matt on (0278) 671817.
SWAP YOUR unwanted Megadrive games with mine, only £3.50 per swap. Games must be UK, boxed with instructions, Game Gear, adaptor, per pack, 5 games, for sale, mint condition, boxed, £150 ono, may separate. Tel. Mark on (0443) 442138, after 6pm.

WANTED

WANTED UK Megadrive with games, must be reasonably priced. Tel. Lancaster (0524) 846889.
ENGLISH Instruction Manual for Fatal Fury 2 on the Neo-Geo, also Jademan Comic for sale, Iron Marshal issues 3-31 and Drunken Fist issues 28-54, £20 for the lot (must live in London area). Tel. 071-240 2361, evenings only.
RAINBOW ISLANDS on Megadrive, desperately wanted, will pay up to £30. Tel. 081-940 4734 and ask for Charles, after 5pm daily.
WANTED Panza Kick Boxing for Megadrive import version. Tel. (0282) 457812, after 8.30pm.

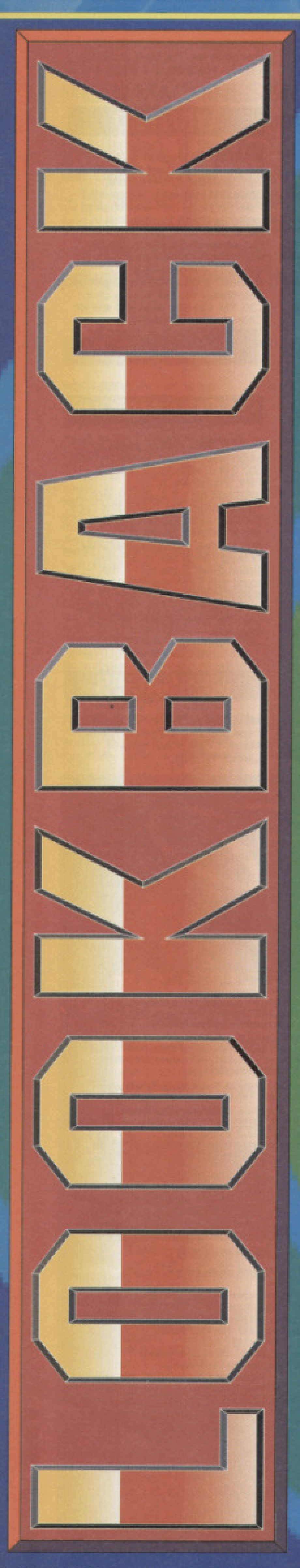
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MEGADRIVE, Master System Tips! Send 50p, P/O and sae to: Cheat Mater, 1 Park Road, Hanwell, London W7 1LY.

CLASSIFIED



It's time travel time again with Rich 'n' Jaz stepping back a couple of years to see what was being reviewed then and how those games compare to today's releases. Read on and find out...





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SHADOW OF THE BEAST ON SEGA! A MASTER SYSTEM MONSTER?

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STEP BACK IN TIME...

- Tecmagik's Shadow of the Beast for the Master System was the basis for the mega cover image on the July issue of MEAN MACHINES. A spectacular picture, drawn by none other than Gary Harrod!
- We EXCLUSIVELY revealed Golden Axe II for the Megadrive with a very impressive screenshot. Shame the game wasn't up to much.
- Alien Storm was also unveiled to the Sega world, and we there again with an exclusive peak. Marvel Land and Raiden Trad were also exclusively covered — hurrah!

SONIC THE HEDGEHOG

MACHINE: MEGADRIVE
BY: SEGA

The hype that is Sonic the Hedgehog began with this outstanding (at the time) Megadrive title. If you haven't played it, where have you been?

WHAT WE SAID THEN

RICH: I cannot stress too much the graphical excellence of this game — it is truly the best-looking Megadrive game yet seen!

PAUL: Yup — it's true, Sonic is really great! I can't think of a Megadrive game with more spectacular graphics.

Sonic gets into some ball-bashing action with Dr Robotnik.

WHAT WE SAY NOW

JAZ: A classic game that suffers from being too easy. These days Sonic II has stolen the limelight: graphics 86%, sound 76%, playability 90%, lastability 69%, overall 78%. It's good, but not that good.

RICH: It's still a good game, but it is easy. Perhaps too easy. It's very fast and good fun, but compared to Sonic II, it's definitely inferior. Graphics down to 88%, sound 78%, playability 90%, lastability 67% and overall 76%.



BY: SEGA
PRICE: £39.99
RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: VARIES
SKILL LEVELS: 1
RESPONSIVENESS: SUPERSONIC!

1 PLAYERS

PRESENTATION 87%
Super-smooth control method and nice screens make Sonic a well-presented game.

GRAPHICS 96%
A range of sprites and backdrops that haven't been matched on any other Megadrive game.

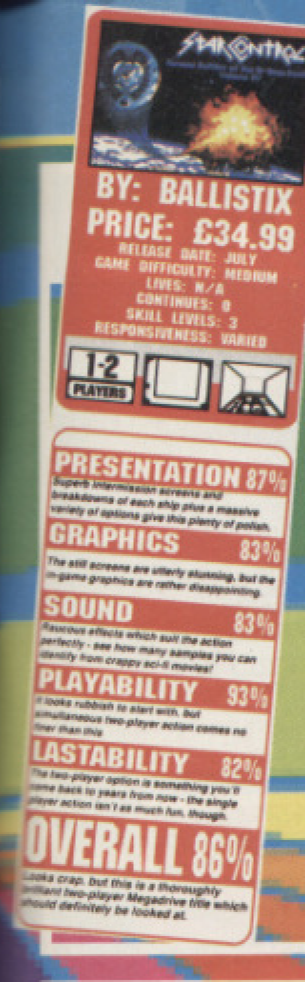
SOUND 83%
Vaguely appealing tunes coupled with excellent effects.

PLAYABILITY 91%
Super addictive platform action that's addictive from the outset!

LASTABILITY 90%
Far larger than Mickey Mouse, with plenty of secret rooms to find and loads of levels to conquer.

OVERALL 92%
The best platform game on the Megadrive! Go for it!

STAR CONTROL



MACHINE:MEGADRIVE
BY:ACCOLADE

This is basically two games: a boring strategy type affair in one-player mode and a super Space Wars derivative for two-players with multiple ships and superb playability!

WHAT WE SAID THEN

JAZ: If you've got a second player to kick ass with, it's highly recommended. Solo players just won't get value for money out of the product.
RICH: Star Control is one of the best Megadrive games I've had the pleasure to play — in two-player melee mode.



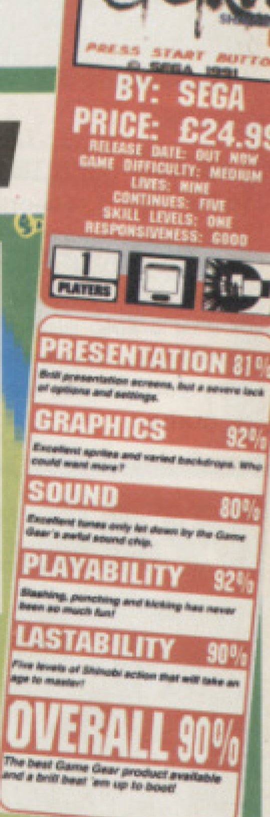
Goodness gracious, great balls of fire!



WHAT WE SAY NOW

JAZ: A brilliant game that's just as good now as it was then - the two-player melee is a classic. The marks are still spot-on.
RICH: The comments and the marks still hold — get it for ultimate two-player action! However, Star Control II's been out on the PC for ages and both one and two-player games are UTTERLY AMAZING! Accolade — convert it NOW!

GG SHINOBI



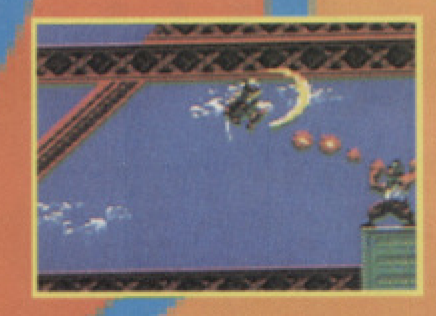
MACHINE: GAME GEAR
BY:SEGA

A cross between the Shinobi coin-op and Revenge of Shinobi on the Megadrive! Utterly fab stuff and the first decent game on the Game Gear!

WHAT WE SAID THEN

JAZ: GG Shinobi has at last given me an excuse to blow the dust off my machine and buy some batteries for it!
RICH: GG Shinobi's arrived and it's brill, skill and not a thinly veiled Master System rip-off!





WHAT WE SAY NOW

JAZ: I think the marks are just about right. I just find it sad that a game two years old is still one of the better Game Gear titles around. So much for progress...
RICH: This is still one of the better Game Gear releases, and well worth getting even if you've got Shinobi II (which is a bit easy). A couple of percent off each mark and I'll be happy.

MIGHT AND MAGIC

MACHINE:MEGADRIVE
BY:EA

Another excitement-laden excursion to RPG land, where people take turns to attack each another and the land looks blocky and dull.

WHAT WE SAID THEN

PAUL: What puts me off most RPGs is the long-winded combat-by-rounds system which I find boring and unfortunately that's the system used in Might and Magic.
MATT: This is one of the best RPGs to appear on the Megadrive so far.



Uh-oh — another tragic case of Baby Bio overdose methinks!



WHAT WE SAY NOW

JAZ: What a pile of steaming cack. This was really overrated - it's long-winded tedious and not particularly well presented. Remove 35% off all the marks and I'll feel better.
RICH: Matt must have been mentally unbalanced to have given this such a high mark — it's cack! If you're after an RPG go for Landstalker or Shining Force. They're miles ahead of this rancid turd of a game. Take 40% off each mark.

CHESS

MACHINE: MASTER SYSTEM
BY: SEGA

Well, er, it's chess innit? There isn't really much more we can add to that.

WHAT WE SAID THEN

MATT: This is certainly a good game of chess and the computer opponent is pretty tough to beat.
RICH: Those who want to really enjoy chess will buy a decent board and save the rest of their dough for something else.

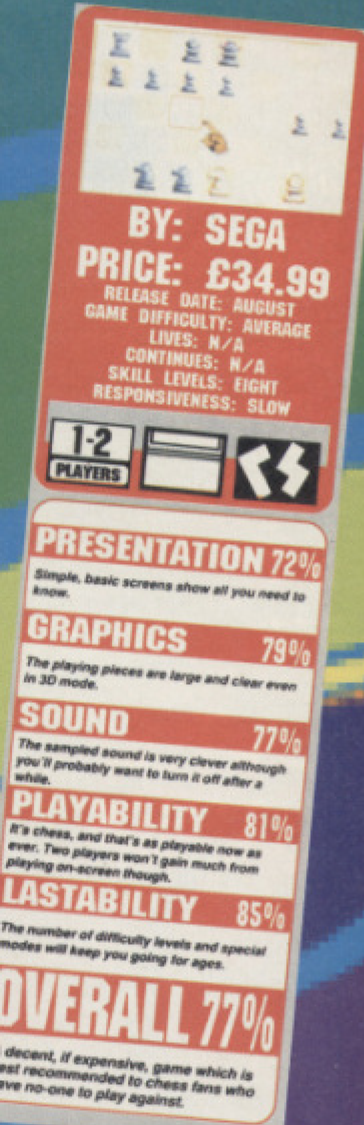
WHAT WE SAY NOW

JAZ: The marks should stay the same - it's a reasonable enough chess game.
RICH: I think the basic point of the review remains valid. Unless you're a solo player after a challenge, buy a chess set and play your mates for a far superior game.





Okay queenie, your days are numbered — I'm coming to getcha!



BY: SEGA
PRICE: £34.99
RELEASE DATE: AUGUST
GAME DIFFICULTY: AVERAGE
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: EIGHT
RESPONSIVENESS: SLOW
1-2 PLAYERS

PRESENTATION 72%
Simple, basic screens show all you need to know.

GRAPHICS 79%
The playing pieces are large and clear even in 3D mode.

SOUND 77%
The sampled sound is very clever although you'll probably want to turn it off after a while.

PLAYABILITY 81%
It's chess, and that's as playable now as ever. Two players won't gain much from playing on-screen though.

LASTABILITY 85%
The number of difficulty levels and special modes will keep you going for ages.

OVERALL 77%
A decent, if expensive, game which is best recommended to chess fans who have no-one to play against.

WARDNER

MACHINE: MEGADRIVE
BY: VISCO

Run about a platform environment beating up meanies and decking bosses in this decent arcade conversion.

WHAT WE SAID THEN

JAZ: Although it features graphics that are a little fuzzy in places, this conversion of the mega-addictive Wardner coin-op is superb.
MATT: It's certainly got the staying power to keep you challenged long after you've finished the others.

WHAT WE SAY NOW

JAZ: I still like this - there's something about it that's really appealing. It's challenging too - which is more than I can say about many Megadrive platform games. The marks are within a few percent of being perfect these days.
RICH: This is still pretty good fun and well worth a look if you're after a tough and challenging blaster/platform game.



BY: VISCO
PRICE: £35.00
RELEASE DATE: IMPORT
GAME DIFFICULTY: EASY/MED
LIVES: 4
CONTINUES: 9
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
1 PLAYERS

PRESENTATION 79%
The story is told in great detail, but unfortunately unless you read Japanese it means nothing.

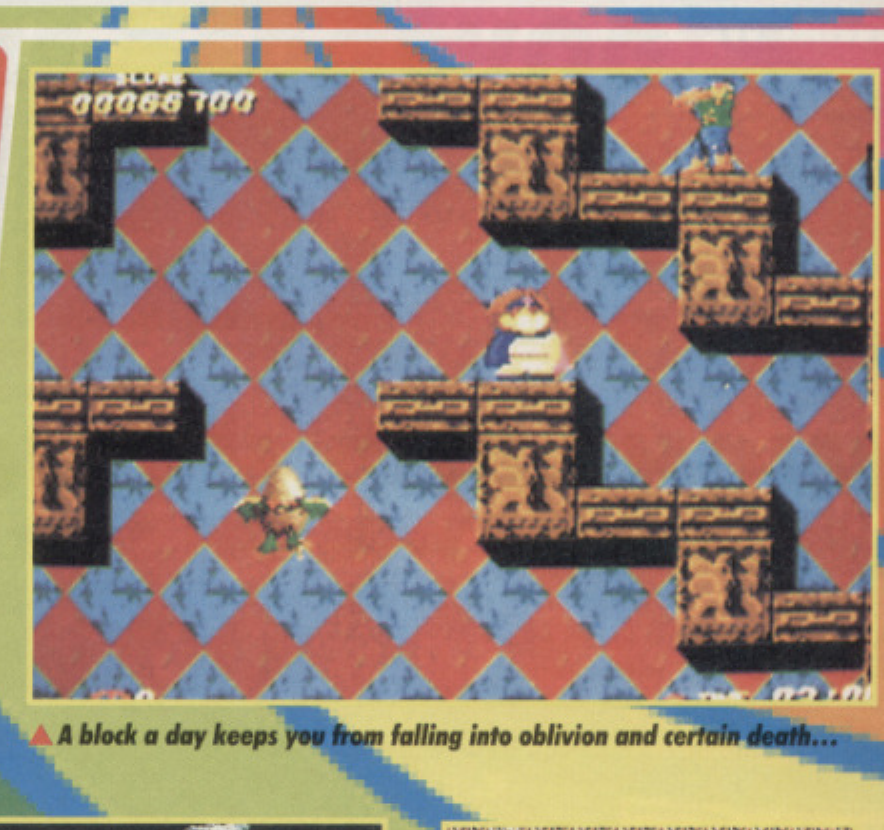
GRAPHICS 75%
The sprites and backgrounds are slightly fuzzy in places, but are nevertheless similar to their arcade counterparts.

SOUND 85%
Brilliant tunes and electrifying effects make this an aural delight!

PLAYABILITY 83%
Wardner's a tricky game, and there are plenty of nasty surprises to catch out unwary players.

LASTABILITY 81%
Don't use all the continues and you've got a challenge that'll keep you going for quite some time.

OVERALL 84%
A thoroughly enjoyable coin-op conversion which features great sound and oodles of playability. Highly recommended to platform fans.



A block a day keeps you from falling into oblivion and certain death...

ZERO WING

MACHINE: MEGADRIVE
BY: TOAPLAN

Once again, fly through the horizontally scrolling levels, blasting everything in sight! Hurrah and huzzah!

WHAT WE SAID THEN

PAUL: Toaplan have produced some really classy stuff on the Megadrive and although I don't think that Zero Wing plays as well as Hellfire, it's probably their most polished game to date.

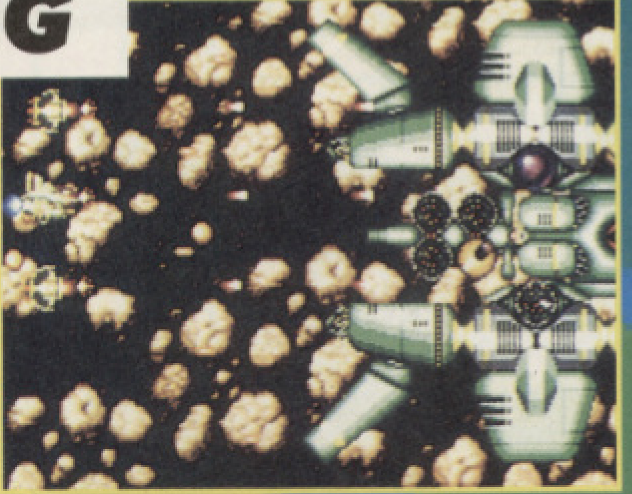
RICH: Toaplan have come up trumps with a game that has a very original graphic style, along with some pretty original weaponry too.



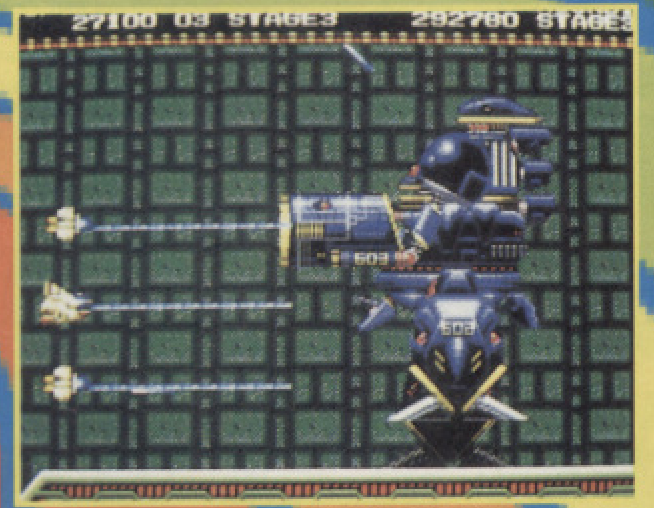
WHAT WE SAY NOW

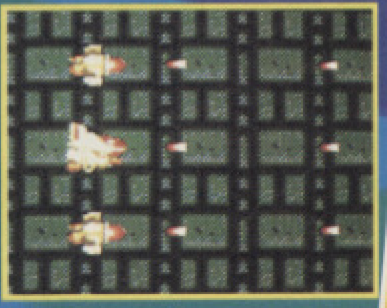
JAZ: This brill blaster is slick, polished and challenging and at its new price point of £19.99 still merits the marks it was awarded two years ago.

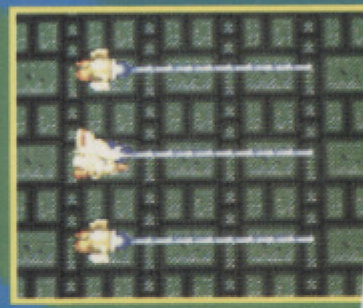
RICH: This is still one of the best Megadrive blasters, and at the new £19.99 price point it's an essential purchase!



▲ Oh no, not the giant Nut Clusters making machine!









▲ Shooting off into space can be fun!



BY: TOAPLAN
PRICE: £31.00
RELEASE DATE: NOW
GAME DIFFICULTY: MEDIUM/HARD
LIVES: 4
CONTINUES: VARIES WITH LEVEL
SKILL LEVELS: THREE
RESPONSIVENESS: FAST



PRESENTATION 92%
Plenty of options and some great introduction screens, which are unfortunately plastered with Japanese text.

GRAPHICS 92%
As well as the terrific intro screens, Zero Wing sports some great-looking sprites and backgrounds!

SOUND 88%
The sound effects are fine, and the background tunes vary from "good" to "real good"!

PLAYABILITY 90%
Plays much like a lot of other shoot 'em ups, it has sufficient innovative touches, and the urge to see the next level keeps you playing.

LASTABILITY 89%
Not as easy to complete as other Megadrive blasts, but even when you do there are still secrets to discover the second time around.

OVERALL 91%
One of the best Megadrive blasts in ages. Well worth saving up for!

BONANZA BROTHERS

MACHINE: MEGADRIVE
BY: SEGA

Guide Robo (and Lobo in two-player mode) through different buildings, purloining valuables and avoiding police and security guards!

WHAT WE SAID THEN

JAZ: It's incredible fun to play, with utterly frantic action and many hilarious touches.

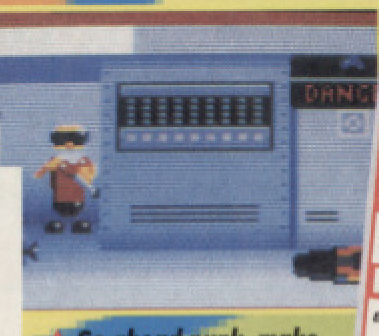
RICH: Even on the harder setting, Bonanza Bros doesn't represent a serious challenge to a hardened games player due to the wealth of credits.

WHAT WE SAY NOW

JAZ: It's fun and the graphics are still very good, but really it's too easy and hasn't got enough levels to keep you playing for more than a few weeks. Ten percent off all the marks — arcade fans should still take a look, though, especially at its new £19.99 price point.

RICH: I still think that this is waaay too easy and can't really recommend it. It's a nice purchase at £19.99, but I don't think I'd give it much more than 68% if we reviewed it now.





▲ Go ahead punk, make my day!

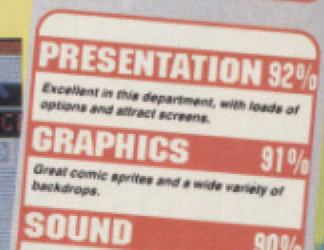
BY: SEGA
PRICE: £35.00
RELEASE DATE: IMPORT
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: FAST

1-2 PLAYERS

PRESENTATION 92%
Excellent in this department, with loads of options and attract screens.

GRAPHICS 91%
Great comic sprites and a wide variety of backdrops.

SOUND 90%
Spot-on tunes and groovy effects - the Robodog is skill!



PLAYABILITY 83%
Easy to get into and instantly addictive...

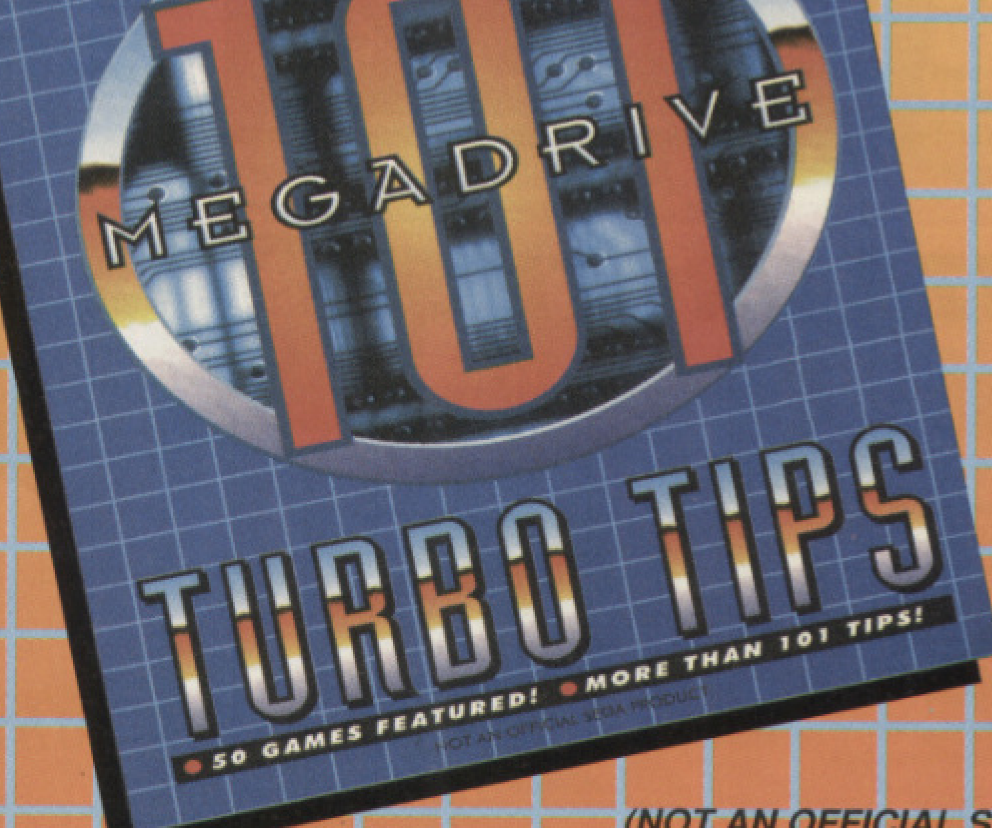
LASTABILITY 74%
...but be warned: the game's far too easy to complete if you use all the credits. Play sensibly and use them wisely.

OVERALL 82%
Fans of the coin-op will love this - but others might find the action a little too repetitive. If in doubt, check it out.

▲ And here's our unpretentious little villa in the south of France.

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- Maths Co-Processor Socket for 387SX/387SL
- Western Digital 16-bit On-board S-VGA Chipset
- 256K Video RAM
- 14" Dual Sync Colour Monitor with Built-in Stereo Speakers
  PC Mode:
  Horizontal Frequency 31.5KHz
  Graphics Resolution 640 x 480 - 256 Colours
  Ad-Lib Stereo Sound through the built-in Speakers
  Mega Mode:
  Horizontal Frequency 15.65KHz
  Graphics Resolution 320 x 224 - 512 Colour palette
  Arcade Quality Graphics with Stereo Sound
- Sound Capability -
  PC Mode: Full Ad-Lib Sound
  Mega Mode: Full Mega Drive Stereo Sound
- 102-Key PS/2 Type Keyboard
- Dimensions - 325mm (w) x 78mm (h) x 292mm (d)
- External Interfaces - Parallel Port, Twin RS232C Serial Ports, PS/2 Type Keyboard Socket, PS/2 Type Mouse Socket, VGA Monitor Port, VGA Monitor Power Socket, PC Analogue Joystick Port, Two Sega Compatible Games Pad Ports, Mega Drive Cartridge Slot, Mega CD Connector Port, Stereo Headphones Socket.
- Power - 65W (110-240V Auto-Sensing)
- Supplied Accessories - PS/2 Type PC Mouse, Precision Analogue PC Joystick, Sega Compatible Games Pad
- Software - MS-DOS v5.0 + Amstrad Desktop Graphical Interface + Interactive Tutor (pre-installed).
- 12 Months On-Site Warranty

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IBM COMPATIBLE 386SX 25MHz PC

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LANDMARK v2.00 PERFORMANCE COMPARISON CHART

386SX 16MHz	386SX 20MHz	386SX 25MHz	386SX 33MHz	386DX 33MHz	386DX 40MHz	486SX 16MHz	486SX 20MHz	486SX 25MHz	486SLC 33MHz
20 MHz	25 MHz	31 MHz	47 MHz	51 MHz	66 MHz	54 MHz	67 MHz	84 MHz	92 MHz

Silica Systems are pleased to present an upgraded version of the Mega PC, called the Mega 'Plus'. This has been upgraded with the revolutionary 486SLC 33MHz CPU, manufactured by Texas Instruments and jointly developed with Cyrix. This chip is a 33MHz 486 instruction set compatible micro processor with a 32-bit internal data path, 1K internal cache and power management features. Power meter aggregate MIPS performance is increased by up to 2 times and it boasts an overall performance of 92MHz using Landmark's latest version Speedcom 2.00 benchmark. This is almost 3 times as fast as a 386SX - 25 CPU (see Landmark Speed Chart above). The 'Mega Plus' 486SLC 33MHz PC comes in two versions - 40Mb hard drive with 2Mb RAM at £799+VAT and 130Mb hard drive with 4Mb RAM at £899+VAT.

SPECIFICATIONS AS 386SX ABOVE, PLUS!

- Processor and clock speed, PC Mode: 486SLC 33MHz
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- EXTRA FREE SOFTWARE: Windows 3.1 (pre-installed) Mindscape PC Games Pack: Wing Commander "Special Edition", Life & Death II "The Brain", Mavis Beacon Typing

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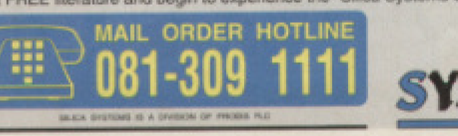
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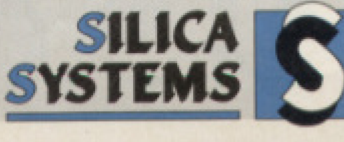
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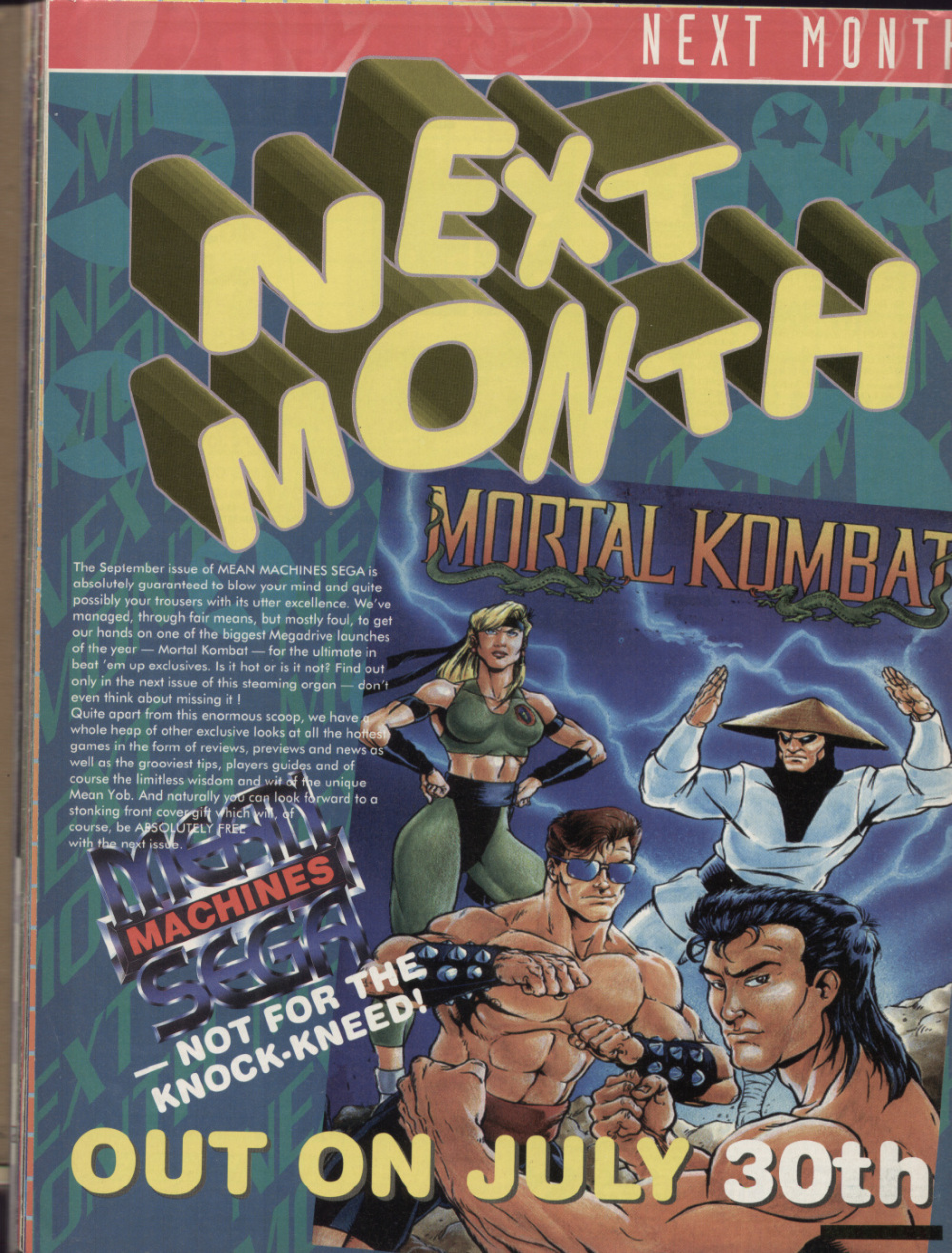
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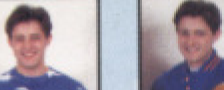
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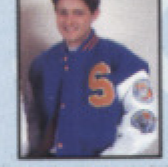
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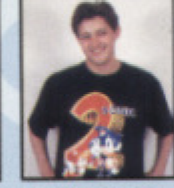
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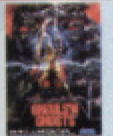
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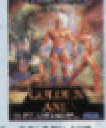
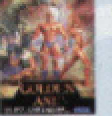
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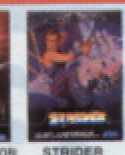
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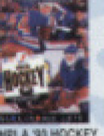
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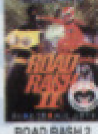
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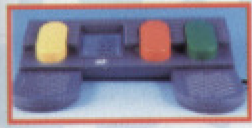


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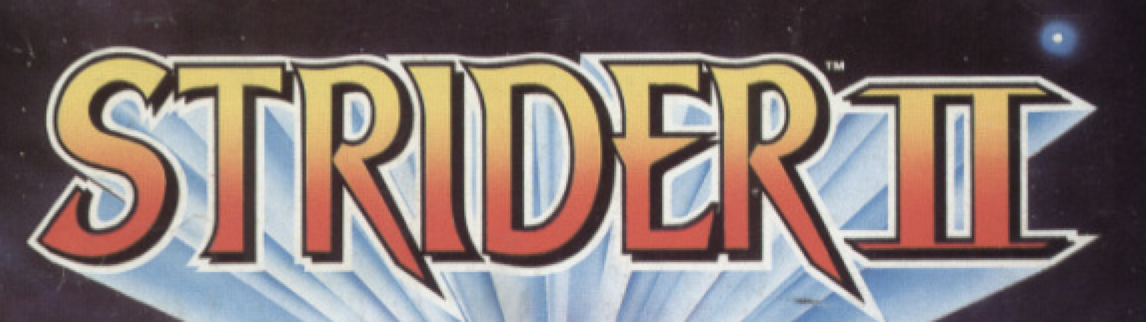


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